AUCTION AND CONTRACT BRIDGE ~ CONDENSED

MRS. PRESCOTT WARREN

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AUCTION AND CONTRACT BRIDGE CONDENSED

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BY

MRS. PRESCOTT WARREN

BOSTON AND NEW YORK
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TO MY DEAR FRIEND

ELIZABETH CLARK BOYDEN

WITH WHOM I HAVE WORKED AND PLAYED

FOR OVER TWENTY YEARS

I AFFECTIONATELY

AND

RESPECTFULLY

DEDICATE THIS BOOK

FOREWORD

I DON'T know how many times I have heard the remark, 'Oh, I don't care to go into Bridge very deeply. I play only for the fun of it.'

Of course every one plays Bridge for fun. That's what it is for. It is a pastime; a source of enjoyment. The point is, that the better these people learn to play the game, the more fun they will get out of it and the greater will be their enjoyment. The keenest pleasure and the real thrills can be derived only from a reasonable understanding of the principles of the game and the rules laid down for it.

This is not difficult to do. It is not nearly so difficult as most people seem to believe. The principles of the game have been developed, co-ordinated, and systematized by the authorities so that today it is almost an exact science. We do not need to rely on that mysterious and elusive element called 'card sense' which terrifies those who think they do not possess it, and often gives too much confidence to those who think they do. We substitute mathematical calculations for guesswork in evaluating our hands. It is quite possible to become a very acceptable partner in a comparatively short time, by

the conscientious study of the standard rules for the game.

The rules for the game are thoroughly expounded by the *Work-Whitehead Auction Bridge Bulletin* and the results of the work of the experts who contribute to this magazine are the accepted standards. It is from this able source that I have derived much of my material.

I do not pretend that there is anything in this book which is startlingly new or in any way radically different from the standard works on the game by the eminent authorities. On the contrary, I have conscientiously tried to follow them. When they all agree, there is little left for me to do; when they disagree, I have the privilege, certainly, of deciding for myself which one I choose to follow.

I claim, however, that the form of presentation differs from other works on the subject. Brevity is the keynote of the book. It is designed with the intention of providing easy reference during actual play. Bring it out on your practice evenings at home and keep it within easy reach. Each subject is carefully titled and one should have little difficulty in quickly finding any point desired. It is in lesson form which should greatly assist the memory.

The little jingles or couplets were written with the hope that the various points in the game could be more easily and readily memorized. We are all dependent on the old rhyme 'Thirty days hath September,' and so forth. My experience in teaching has shown me that these rhymes or jingles give the pupils the most handy grip on the points they cover.

The following conversation was overheard. One young man said to another, 'Do you play Bridge?' and the reply was, 'Sure, learned last night.' Although the game of Auction Bridge is far too profound to be learned in an evening, it is possible to learn in a comparatively short time the basic principles which cover the important elements of bidding and play. I especially recommend the careful study of the Quick Trick Values Table as greatly assisting the bidding of the hands in every position.

The first section of this book, comprising the Auction Bridge lessons, was originally written by Elizabeth Clark Boyden and myself to be used as lesson sheets supplementing our teaching. They have been somewhat elaborated by me and are printed here with her kind permission and extreme courtesy.

EMILY STANLEY WARREN.
(*Mrs. Prescott Warren.*)

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AUCTION BRIDGE

Auction and Contract Bridge Condensed

AUCTION BRIDGE

I

PRELIMINARIES

All Bidding should be simply made;
To illustrate: 'No Bid'; 'One Spade.'

I. Value of Suits:

Each odd trick (over six) of a fulfilled contract scores:

Clubs	Diamonds	Hearts	Spades	No Trump
6	7	8	9	10

II. The Rubber:

1. Minimum amount necessary for game: 30 points.
2. The side that first wins two games: score 250 points.

III. A Grand Slam
(thirteen tricks): score 100 points

IV. A Small Slam
(twelve tricks): score 50 points

V. Honors:

1. The honors are the Ace, King, Queen, Jack, and Ten of Trumps; and the Four Aces at No Trump.

2. The honor values are scored in the honor score of the side to which the honors are dealt.

Three honors in any suit or No Trump.....	score 30 points
Four honors in any suit or No Trump.....	score 40 points
Five honors in any suit.....	score 50 points
Four honors in one hand in any suit.....	score 80 points
Four honors in one hand and fifth in Partner's	score 90 points
Five honors in one hand.....	score 100 points
Four Aces in one hand at No Trump.....	score 100 points

VI. Penalties:

When Declarer fails to fulfill his contract, the Adversaries score 50 points in the honor score for each trick by which the Declarer fails; or 100 points each, if the contract is doubled; or 200 points each, if the contract is redoubled.

VII. Bonuses:

When Declarer fulfills a doubled contract, his side scores double the value of his odd tricks in the trick score; and a Bonus of 50 points in the honor score for fulfilling his contract; and 50 additional points for each trick more than his contract. When the contract is redoubled, the odd tricks count

four times their normal value and each Bonus counts 100 points.

VIII. Preliminaries:

1. Before taking seats, draw from a shuffled pack, avoiding the four cards at either end. He who draws highest becomes first Dealer and has choice of packs and seats. He who draws second highest is Dealer's Partner. Ace is high, then King, etc. Between cards of equal value, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest).
2. The player on the first Dealer's left shuffles the pack which Dealer has chosen. The Dealer has the right to shuffle last. The other pack is shuffled by Dealer's Partner, who places it face down at his right (at the left of the next Dealer), where it remains until time to be cut for the next deal.
3. Before dealing, the pack should be cut (toward the Dealer) by the Dealer's right-hand opponent, who does not complete the cut; the Dealer completes the cut.
4. The score sheet should be kept on the

table, in plain sight of all players, with figures large enough to be seen by all.

IX. Etiquette:

1. 'Declarations should be made simply, without emphasis and without delay.'
2. Avoid: Snapping the cards; showing disapproval of a bid or play; hesitating unnecessarily in order to create a false impression; touching cards in Dummy that you do not intend to play; or, announcing that you are 'failing' when Partner does not ask.

   Avoid when Dummy: Placing any cards on the table before Adversary has led; leaving seat to watch Declarer play; or calling Partner's attention to his lead from the wrong hand.
3. Pay cheerfully any Penalty incurred through your own carelessness.

II

QUICK TRICK VALUES

Quick Tricks are those which will be made, Whatever final Bid is played.

Quick Trick Table

Ace-King-Queen	2½ Quick Tricks
Ace-King-Jack	2¼ Quick Tricks
Ace-King Ace-Queen-Jack	2 Quick Tricks
Ace-Queen-Ten Ace-Jack-Ten King-Queen-Jack	1½ Quick Tricks
Ace-Queen King-Queen-Ten	1¼ Quick Tricks
Ace King-Queen	1 Quick Trick
King-Jack-Ten	¾ Quick Trick
King-x Queen-Jack-x	½ Quick Trick
Queen-x-x	¼ Quick Trick

(x always indicates any card below the Ten.)

A 'Quick Trick' is a card, or a combination of cards, that can be counted upon to take a trick on the first or second round of its suit, or, with fractional possibilities,

on the third round, whatever the final Declaration.

An Ace is given the value of one Quick Trick.

A King-Queen in the same suit is given the value of one Quick Trick.

A King, with one or more small cards of the suit (called a guarded King), may be counted upon to take a trick one-half the time, according as the Ace is on its right or left. It is therefore given the value of one-half a Quick Trick.

A Queen, with two or more small cards (called a guarded Queen), may be counted upon to take a trick one-quarter of the time.

A singleton King, or a Queen with but one small card, has no Quick Trick value.

A Jack, unless accompanied by higher honors, has no Quick Trick value.

Any honor, when accompanied by the next higher honor, doubles its own Quick Trick value; thus:

A King, in combination with the Ace, becomes one Quick Trick, making an Ace-King two Quick Tricks;

A Queen, in combination with the King, becomes one-half a Quick Trick, making a King-Queen one Quick Trick;

A Jack, in combination with the Queen, becomes one-quarter of a Quick Trick, making a Queen-Jack one-half a Quick Trick.

III

OPENING SUIT BIDS

An Opening Bid in each location
Just gives your Partner information.

An Opening Bid (often called Original Bid) is one made on the first round of Bidding by Dealer, or in Second, Third, or Fourth position, whenever there has been no previous Bid except a Pass.

An Opening Bid of any suit is made for informatory purposes. It shows also a willingness to play the hand with the suit bid as Trumps.

The Major suits (Spades and Hearts) require ten tricks for game; that is, four tricks over a book of six.

The Minor suits (Diamonds and Clubs) require eleven tricks for game; that is, five tricks over a book of six.

A Bid of a Major suit shows a desire to play the hand with that suit as Trumps, but a willingness to assist any Bid of Partner.

A Bid of a Minor suit shows a willingness but a desire that Partner bid a Major suit or No Trump.

I. Opening Suit Bid by Dealer:

For a correct Opening Bid by Dealer in any suit the hand should contain:

(*a*) At least two Quick Tricks; that is, tricks that will make, whatever the final Declaration, and by whomsoever made. (These Quick Tricks may both be in the suit bid; that is, a suit headed by Ace-King; or one in that suit and one in another; that is, a suit headed by Ace or King-Queen and another suit containing Ace or King-Queen or two Kings in different suits. A suit with less than one Quick Trick is a deficient suit and requires at least two compensating Quick Tricks in other suits.)

Example: Spades K J x x x, Hearts A x x, Diamonds K Q x x, Clubs x.

(*b*) The probability of at least four tricks in the hand (including these Quick Tricks) with the suit bid as Trumps. That is, a five-card suit headed by Ace-King with no outside strength can be counted as four tricks in play.

(*c*) At least four cards of the suit bid. A four-card suit requires more than two Quick Tricks in the hand to compensate for the deficiency in length of the suit bid. That is, a four-card suit headed by Ace and King requires an outside Ace or

King-Queen suit or two Kings in different suits.

II. Opening Bid by Second Player when Dealer has Passed:

The requirements are the same as for the Dealer. Whenever the decision is close, however, the Second Player should decide in favor of Bidding, as the added requirements for an Opening Bid by his Partner in Fourth Position (see below) might occasion the throwing out of a hand that would prove a winning combination.

III. Opening Bid by Third Player after Two Passes:

The requirements are: Two and one-half Quick Tricks, or one-half a Quick Trick more than is required by Dealer or by Second Player.

Examples: Spades A K x x x, Hearts x x, Diamonds K x x, Clubs x x x.

Spades x x x, Hearts A Q x x x, Diamonds K Q, Clubs Q x x.

Exception: (See Two-Suited Hands.)

IV. Opening Bid by Fourth Player after Three Passes:

The requirements are: Three to four Quick Tricks according to the distribution; that is, enough Quick Tricks to save game

should the Opponents continue the Bidding and play the hand.

Examples: Spades A J x x x, Hearts K Q x, Diamonds K x x, Clubs K x.

Spades A J x, Hearts K Q J x x, Diamonds A x x, Clubs x x.

Bid always if you see probability of game with average expectancy of support from Partner. The average expectancy from any hand that has not bid is one and one-half Quick Tricks.

Bid whenever the hand contains two suits of at least five cards, each worthy of an Opening Bid.

Examples: Spades A J x x x, Hearts x x x, Diamonds A K x x x, Clubs None.

Spades x x, Hearts A Q x x x, Diamonds x, Clubs A Q x x x.

To open the Bidding in Fourth Position, and thereby allow the Opponents to win a game when the hand could have been thrown out, is unpardonable.

IV

MINIMUM OPENING SUIT BIDS OF ONE

Correct initial bid predicts
You'll give your partner two Quick Tricks.

The Minimum requirements for an Opening Bid of One by Dealer or Second Player, for all suits are: At least two Quick Tricks, and in all, the probability of four tricks, in the hand, played with that specified suit as Trumps.

I. An Opening Bid of One, on a Suit of Five or More Cards (Major or Minor), by Dealer or Second Player:

Suit Bid	Suit Valued	Outside Tricks Required in Other Suits
A K x x x A Q J x x	2 Quick Tricks	None
A Q 10 x x A J 10 x x K Q J x x	1½ Quick Tricks	½ Quick Trick — One guarded King; or two guarded Queens; or Queen-Jack-x.
A Q x x x K Q 10 x x	1¼ Trick Quicks	¾ Quick Trick — One guarded King and a guarded Queen; or three guarded Queens; or King-Jack-ten.
A 10 x x x A x x x x x K Q x x x	1 Quick Trick	1 Quick Trick — One Ace; or King-Queen; or two guarded Kings, etc.

Suit Bid	Suit Valued	Outside Tricks Required in Other Suits
K J 10 x x K J x x x K 10 x x x Q J 10 x x Q J x x x Q 10 x x x	Deficient suits (less than one Quick Trick).	Two compensating Quick Tricks.
J 10 x x x	Deficient suit (less than one Quick Trick).	Three compensating Quick Tricks.

Third Hand Opening Bids require one-half a Quick Trick more than Dealer or Second Position.

Example: Spades A 10 x x x, Hearts A x x, Diamonds K x x, Clubs x x.

Fourth Hand Opening Bids require one and one-half to two Quick Tricks more than Dealer or Second Position, with distribution that will save game against any Bid of Opponents.

Example: Spades K Q x x x, Hearts A K x, Diamonds Q J x, Clubs K x.

II. An Opening Bid of One on a Four-Card Suit by Dealer or Second Player:

Usually requires at least two and one-half Quick Tricks in the hand (greater outside strength to compensate for the deficiency in the length of the suit).

Four-card suit Bids require at least one Quick Trick in the suit bid.

Opening Bids on four-card suits (Major or Minor) by Dealer or Second Player:

Suit Bid	Outside Strength Required
A K Q x A K J 10	No Quick Tricks.
A K J x A Q J 10 K Q J 10	½ Quick Trick.
A K x x A Q J x A Q x x A J 10 x K Q J x K Q 10 x	One Quick Trick.
A J x x K Q x x	1½ Quick Tricks.

Four-card suit Bids are primarily for Informatory purposes, and should rarely be bid in Third or Fourth Position except with Semi-Two-Suited hands, and hands that would be No Trump except for an unfavorable distribution. (See Distribution.)

Example (Semi-Two-Suited Hands): Spades A K x x, Hearts x x, Diamonds x x, Clubs A K Q x x. Bid the Spade.

Example (unfavorable distribution for No Trump): Spades A K x, Hearts A Q x x, Diamonds A Q x x, Clubs x x. Bid the Heart.

V

OPENING NO TRUMP BIDS

Bid One No Trump instead of Minor
But Major suit is always finer.

A correct Opening Bid of One No Trump shows strength divided in three suits, and no sound Spade or Heart Bid.

I. One No Trump may be Bid by Dealer and by Second Player on Hands Containing:

1. Four Aces, or
2. Three Aces, or
3. Two Aces, and

(*a*) Protection in a third suit;

Example: Spades A x x, Hearts x x x, Diamonds A x x, Clubs K Q x x.

(*b*) Two other suits guarded;

Example: Spades A x x, Hearts K x x, Diamonds A x x, Clubs Q x x x.

(*c*) One other suit guarded, and a high compensating honor with one of the Aces.

Example: Spades A x x, Hearts x x x, Diamonds K x x x, Clubs A K x.

(*Protection* is a sure trick in the suit, no matter what card of the suit is led, or by whom. *Examples*: K Q, or Q J 10, or J 10 9 x.)

(A *guarded* suit is one containing an honor that may or may not take a trick. *Examples*: K x x, or Q x x, etc.)

4. One Ace—The entire hand should contain a face card better than an average hand, with at least three suits guarded.

   Example: Spades K J x, Hearts x x x, Diamonds A x x, Clubs Q J x x.

   (An *average hand*—the equivalent of one Ace, one King, one Queen, and one Jack.)

5. No Aces—The hand should contain three Quick Tricks, with honors preferably divided among four suits.

   Example: Spades K x x, Hearts K Q x, Diamonds Q J x x, Clubs K Q x.

When choosing between a Bid of One No Trump and a Major suit (both sound Opening Bids), give the suit the preference.

Exception: Holding four Aces, bid No Trump unless the hand has a sure game at the Major suit and an uncertain game at No Trump.

The Major suits require only one more trick for game, and such hands have been found usually to take one or two more tricks in play at the Major than at No Trump.

When choosing between a Bid of One No Trump and a Minor suit, bid the No Trump unless the score is advanced, or you have a two-suited hand.

The high contract (eleven tricks) required for game with the Minor suit makes the No Trump preferable.

In a hand containing a singleton, or a hand void of a suit, bid any suit (Major or Minor) worthy of an Opening or Defensive Bid, in preference to No Trump.

Example: Spades x, Hearts A K x, Diamonds A x x x x, Clubs K Q x x. Bid the Diamond.

II. Opening No Trump Bid by Third Player after Two Passes:

Requires the probability of one more trick than is required in the Dealer's Position.

Example: Spades K Q x, Hearts x x x, Diamonds A K x, Clubs Q J x x.

III. Opening No Trump Bid by Fourth Player when All Three have Passed:

Requires tricks enough, and the right distribution, to save game (at least four tricks) against any Bid of Opponents.

Examples: Spades A x x, Hearts K Q x, Diamonds A x x, Clubs K Q x x.

Spades A Q x, Hearts Q J x x, Diamonds K Q x, Clubs A Q x.

EXCEPTIONAL NO TRUMP BID

IV. Opening No Trump Bid with Strength in only Two Suits:

With four Quick Tricks divided in two short suits (no possible suit bid), bid One No Trump as an Opening Bid in any Position, since a hand with four Quick Tricks is too strong to pass.

Example: Spades A K x, Hearts A K x, Diamonds x x x, Clubs x x x x.

VI

DISTRIBUTION

With four Quick Tricks all snugly hid,
Don't fail to make an Op'ning Bid.

A Normal hand is one containing no suit of more than five cards. Certain distributions of Normal hands have been found to play better with a suit as Trumps, and other distributions to play better at No Trump.

Abnormal hands, and hands with two five-card suits, are not favorable for No Trump play.

Examples: Spades A K, Hearts K Q, Diamonds A, Clubs K Q J x x x x x—an abnormal hand. Bid the Club, not No Trump. Sure game at Clubs and uncertain at No Trump.

Spades A K x x x, Hearts A Q x x x, Diamonds K x, Clubs A—a two-suited hand. Bid the Spade.

I. Choice between a Bid of No Trump and a Suit Bid (both Sound Opening Bids):

1. In choosing between a Bid of No Trump and a Major suit:

   (*a*) With four Aces bid No Trump unless you have sure game with the suit and not sure game at No Trump.

Examples: Spades A K x x x, Hearts A x x, Diamonds A x x, Clubs A x. Bid No Trump.

Spades A K J 10 x x x, Hearts A K x, Diamonds A x, Clubs A. Bid the Spade.

(*b*) With a Major suit as strong as five with two honors, bid the suit.

Example: Spades K Q x, Hearts A J x x x, Diamonds A x x, Clubs A x. Bid the Heart.

(*c*) With a Major suit of four cards, bid the suit if it contains four honors, or the Ace-King-Queen.

Example: Spades A K J 10, Hearts A x x, Diamonds K J x, Clubs K Q x. Bid the Spade.

(*d*) With all weaker Major suits, bid the No Trump if the distribution is favorable.

Example: Spades A K x x, Hearts K Q x, Diamonds K J x, Clubs Q J x. Bid No Trump.

2. In choosing between a Bid of No Trump and a Minor suit, bid No Trump if the distribution is favorable (see below), in preference to a four, five or six-card Minor suit.

II. Distributions that are Favorable or Unfavorable for No Trump Play:

1. Hands that are void of a suit or that contain a worthless singleton, are very unfavorable distributions for No Trump play. Bid any suit, Major or Minor, of four or more cards (sound Opening Bids), rather than No Trump, unless Partner has bid the weak suit.

   Examples: Spades A K Q, Hearts A K x, Diamonds A x x x x x, Clubs x. Bid the Diamond.

   Spades A x x x, Hearts A x x x, Diamonds A Q x x, Clubs x. Bid the Diamond. (If Partner bids the Club, bid No Trump.)

2. With hands that contain a singleton Ace or King, the distribution is still unfavorable. Bid No Trump only when you have no sound suit Bid, Major or Minor.

   Examples: Spades A K J x, Hearts K J x x, Diamonds A K x x, Clubs A. Bid the Spade.

   Spades A 10 x x, Hearts K J x x, Diamonds A x x x, Clubs A. Bid No Trump.

   (*Exception*: With four Aces bid No Trump with a singleton Ace.)

3. With hands that contain a worthless

doubleton, a No Trump Bid is not prohibitive; but a Major or Minor suit of four or more cards (sound Opening Bid) should be bid in preference.

Examples: Spades A K Q, Hearts A 10 x x, Diamonds K J x x, Clubs x x. Bid No Trump.

Spades A K x, Hearts A J x x, Diamonds K J x x, Clubs x x. Bid the Heart.

4. With hands that contain a worthless three-card suit, give the No Trump the preference.

Example: Spades A K x, Hearts A x x, Diamonds A Q x x, Clubs x x x. Bid No Trump.

Exception: With a Major suit as strong as five with two honors; or a four-card Major suit as strong as A K Q x; or with four honors.

5. With hands that contain no worthless suit, give the No Trump the preference with the following distributions:

4—3—3—3. One four-card suit, and three three-card suits.

Example: Spades K x x, Hearts Q J x, Diamonds A K x x, Clubs Q x x. Bid No Trump.

4—4—3—2. Two four-card suits, a three, and a two-card suit.

Example: Spades A J x x, Hearts A x x x, Diamonds K J x, Clubs A x. Bid No Trump.

5—3—3—2. A five-card suit, two three-card suits, and a two-card suit.

Example: Spades K x x x x, Hearts A x x, Diamonds A x x, Clubs K Q. Bid No Trump.

It is considered an even choice with: 5—4—2—2 and 6—3—2—2.

Examples: Spades A x, Hearts K x, Diamonds K Q J x x, Clubs Q 10 x x.

Spades A x, Hearts A x, Diamonds K J x x x x, Clubs K J x.

But guard against bidding a No Trump with a hand that has two weakly guarded honors whenever there is any sound suit Bid in the hand.

Example: Spades Q x x, Hearts Q x x, Diamonds A K J x x, Clubs A x. Bid the Diamond.

All other distributions are more favorable for play with a suit as Trumps.

It is always understood that a Major suit of five or more cards with two honors, or a four-card Major suit with four honors or A K Q x, should be bid in preference to No Trump with any distribution.

Examples: Spades A Q x x x, Hearts A x x, Diamonds K Q x, Clubs A x. Bid the Spade.

Spades A x x, Hearts A K Q J, Diamonds K J x, Clubs K J x. Bid the Heart.

VII

ORIGINAL BID OF TWO

With Ace-King-Queen in suit of six,
Bid two at once. It shows six tricks.

An Original Bid of two has one meaning —it promises six tricks in the suit bid. This suit must contain six cards headed by Ace-King-Queen.

An Original Bid of two does not insist on playing the hand at the suit named. It is made for the definite purpose of giving accurate information to Partner and enabling him to value his hand accordingly.

A Bid of two is not classed as a Preemptive Bid.

I. A Bid of Two of a Major Suit:

1. Shows the exact holding of Ace-King-Queen-x-x-x in the suit bid. No outside tricks are required.
2. Enables Partner to raise the Bid with less than normal Trump support (see Denials) provided he has sufficient strength in outside suits. (See Assisting Partner's Bid.)

   Example of a Bid of two in a Major suit:

   Spades A K Q x x x
   Hearts x x

Diamonds Q x x
Clubs x x

II. A Bid of Two of a Minor Suit:

1. Shows a six or seven-card suit headed by Ace-King-Queen; or a six-card suit headed by Ace-King-Queen and an outside Quick Trick.
2. Offers unusual assistance for a No Trump or the Major suits.

Examples of Bids of two in Minor Suits.

Spades x x
Hearts x x
Diamonds A K Q x x x
Clubs x x x

Spades x
Hearts x x
Diamonds x x x
Clubs A K Q J x x x

Spades x x
Hearts x x
Diamonds A x x
Clubs A K Q J x x

Do not make an Original Bid of two on a deficient suit (a suit lacking Quick Tricks).

A long straggling suit, without compensating tricks in outside suits, should be passed on the first round, to be bid if possible on the second round.

VIII

PRE-EMPTIVE BIDS

Pre-emptive Major Bid is wrong
When other Major suit is strong.

A Pre-emptive Bid is a Bid of three or more of a Major suit, or four or more of a Minor suit, when the Bid is greater than necessary to overcall an Opponent. It is made for the purpose of shutting out all subsequent Bids including Partner's.

Since Spades count more than Hearts, it may be necessary to bid one more point in Hearts than in Spades to accomplish an effectual shut-out. (It usually requires a bid of four Hearts to shut out an Opponent desirous of bidding Spades, but three Spades will usually shut out a Heart Bid.)

Examples: Spades A K Q J x x x, Hearts x, Diamonds A Q x x, Clubs x. Bid three Spades.

Spades x, Hearts A K Q J x x x, Diamonds A Q x x, Clubs x. Bid four Hearts.

A Pre-emptive Bid in any suit shows probability of game with average support from Partner. It permits Partner to assist without normal Trump strength.

A Pre-emptive Bid shows at least seven cards in the suit bid. (*Exception*: A K Q J x x.)

A Pre-emptive Bid is a confession of weakness. In a Major suit, although it shows great strength in the suit bid, it also denies even normal support for the other Major suit; and shows strength, if any, in but one Minor suit. It should never be made on a hand with strength in the other Major suit or in two Minor suits.

A hand strong in three suits should not be bid pre-emptively, but should be started low and raised as required. Information gained from the Bidding may assist in the play of the hand. This Bidding will also conceal strength from the Opponents and may induce a welcome Business Double.

Example: Spades A K Q J x x x, Hearts x, Diamonds K Q x, Clubs A K. Bid one Spade.

Do not make a Pre-emptive Bid merely to show a long straggling suit without top honors.

Example: Spades K Q 10 x x x x x, Hearts x x, Diamonds x x, Clubs x. Pass originally.

I. Pre-emptive Bids of Major Suits:

Bid three on a suit that contains seven or

more cards, in a hand with seven or eight Probable Tricks.

Example: Spades A K Q 10 x x x, Hearts x x, Diamonds A x x, Clubs x. Bid three Spades.

II. Pre-emptive Bids of Major and Minor Suits:

1. Bid four on a suit that contains seven or more cards, in a hand with nine or ten Probable Tricks.

   Example: Spades A K Q 10 x x x, Hearts x x, Diamonds A K J, Clubs x. Bid four Spades.

2. Bid five with eleven Probable Tricks. (Usually confined to Minor Bids.)

   Example: Spades x, Hearts x, Diamonds A K Q J x x x, Clubs A K Q x. Bid five Diamonds.

III. Pre-empting Partner's Bid:

(Often called a Jump Assist.)

1. When Partner bids a Major suit and Second Player Passes: Holding four or more cards in Partner's suit, and extreme weakness in the other Major suit, and a desire to shut out Opponents' possible Bid, advance Partner's Bid as far as the hand will warrant. With two tricks bid two, with three tricks bid three, and with four tricks bid four.

Examples: Jump Partner's Bid of one Spade with Spades Q x x x, Hearts x, Diamonds A x x x x, Clubs x x x. Bid two Spades.

With Spades Q J x x, Hearts x, Diamonds A K x x x, Clubs x x x. Bid three Spades.

With Spades K J x x, Hearts x, Diamonds A K Q x x, Clubs x x x. Bid four Spades.

2. When Partner bids a Minor suit and Second Player Passes: Holding four or more cards of Partner's suit, with no Betterment Bid possible, advance Partner's Bid to four or five whenever a game seems more probable with Partner's Minor Bid than with any other Declaration.

Example: Jump Partner's Bid of one Diamond with Spades x x, Hearts x, Diamonds K J x x x, Clubs A K Q x x. Bid five Diamonds.

A Jump Assist promises help in only one other suit besides Partner's. A hand with two side suits is too strong for a Jump Assist.

Example: Do not jump Partner's Spade Bid with: Spades K Q x x, Hearts A K x, Diamonds A x x x, Clubs x x.

IX

TWO-SUITED HANDS

Two-suited hands, as clear as day,
Were never meant for No Trump play.

Two-suited hands are hands containing two suits, each of five or more cards.

Example: Spades A Q J x x, Hearts A K x x x, Diamonds x, Clubs x x.

Such hands, permitting a choice of two suits for play, have the most favorable distribution in the game. They will produce a game with less assistance from Partner than any other holding; always providing the hand is played with the suit the Partner can better support. Two-suited hands almost never play well at No Trump, and should never be bid as such except with a hand containing four Aces.

Two-suited hands require one-half a Quick Trick less (1½ in all) than the normal requirements for a sound Opening suit Bid.

1. Holding two suits, each a sound Opening Bid, and of nearly equal length and strength, bid the higher valued suit first, and on the second round, bid the other suit. The Partner can then go back to the first suit, if his hand will

better support it, without increasing the contract.

Example: Spades A K x x x, Hearts A Q J x x, Diamonds x x, Clubs x. Bid one Spade and if possible on second round two Hearts. If Partner prefers the Heart he can pass, but if he prefers the Spade he need bid but two Spades. He should also change a Minor Bid back to a Major if his hand supports it equally well. The second suit of a two-suited hand should be shown even after Partner has raised the first Bid, whenever it can be done without increasing the contract unnecessarily. When second suit is a Minor suit, do not bid it when Partner bids some other suit for which you have normal support, but if Partner bids No Trump over suit first bid, show the other suit.

2. Holding two Major or two Minor suits, each a sound Opening Bid, if one suit is two cards longer, or one card longer and at least one high honor stronger, bid that suit first.

Examples: Spades A K x x x, Hearts A K J x x x, Diamonds x, Clubs x. Bid the Heart and then the Spade.

Rebid a higher valued suit before showing second suit, whenever it is

two cards longer and one high honor stronger.

Spades A K Q x x x x, Hearts A K x x x, Diamonds x. Bid one Spade, and rebid it before showing Hearts. Spades A K x x x, Hearts A K Q x x x x, Diamonds x. Bid one Heart, and show Spades on second round unless Partner has assisted the Heart Bid; in which case never bid the Spades.

3. Holding a Major suit and a Minor suit, each a sound Opening Bid, bid the Major suit first, unless the Minor suit is two cards longer and one or more high honors stronger.

Examples: Spades K Q x x x, Hearts x x, Diamonds A K x x x, Clubs x. Bid the Spade and then the Diamond.

Spades K Q x x x, Hearts x, Diamonds A K J x x x x, Clubs none. Bid the Diamond and then the Spade.

4. Holding two suits, only one of them containing an Ace or King-Queen (suit you desire Partner to lead if Opponents secure the contract), bid that suit first; and on the succeeding round endeavor to bid the Deficient suit.

Example: Spades Q J x x x, Hearts x x, Diamonds A K x x x, Clubs x. Bid the Diamond and then the Spade.

5. Holding two suits, neither of them strong enough for an Opening Bid, pass, and if opportunity arises, show the suits on succeeding rounds of Bidding, bearing in mind that any hand to be worthy of a voluntary Bid should have at least one Quick Trick.

   Example: Spades x, Hearts K Q x x x, Diamonds x x, Clubs Q 10 x x x. Pass and then bid the Heart and then the Club.

6. Two-Suited hands should always be bid under the following conditions:

   (*a*) As an Opening Bid in preference to No Trump.

   (*b*) As a Defensive Bid, even Second Hand over Opponents' No Trump.

   (*c*) As a Take Out over Partner's No Trump.

   (*d*) As a Fourth Hand when all pass, whenever you have two suits, each of which is strong enough for an Opening Bid.

X

SEMI-TWO-SUITED HANDS

Show four-card suits on Op'ning round;
To bid them later isn't sound.

Semi-Two-suited hands are hands containing one strong four-card suit, and one other suit of five or more cards.

1. Holding two Major suits, one of four and one of five or more cards (both sound Opening Bids), bid the higher valued suit first unless the lower valued suit is both longer and stronger. When a four-card suit is overbid by Opponent, and Partner raises, bid the second and longer suit even though next Opponent passes.

   Example: Spades A K J x, Hearts A K J x x, Diamonds x x, Clubs x x. South one Spade; West two Clubs; North two Spades; East Pass. South should bid three Hearts. Deliberately taking away Partner's raise (as above) over Opponent's Pass, with a previously unbid suit, shows positively the first Bid was a four-card suit. When Partner has pre-empted the first Bid, the second suit need not be shown un-

less the first suit was a Minor, and the unbid suit a Major.

When the lower valued suit is bid first on account of greater length and strength, do not bid the higher valued four-card suit, as four-card Bids are only used as first round Bids.

2. Holding a four-card Major suit and a five or longer Minor suit, always bid the Major suit first if strong enough for an Opening Bid.

Example: Spades x x, Hearts A K x x, Diamonds x x, Clubs A K Q x x. Bid the Heart and show the Clubs on the next round even though Partner raises the Heart.

Exception: With a strong seven-card Minor suit, or a six-card Minor suit that is two honors stronger than the four-card Major suit, bid the Minor suit in preference to the Major.

3. Holding a four-card suit strong enough for an Opening Bid and a higher-valued deficient five-card (or longer) suit, bid the four-card suit first, and the longer deficient suit on the following round. When the four-card suit is a Minor suit, and the deficient suit a Major too weak to bid, show the Major

suit even over Partner's raise of the Minor.

Example: Spades J 10 x x x, Hearts x x, Diamonds A K x x, Clubs x x. Bid the Diamond, then the Spade.

HANDS WITH TWO FOUR-CARD SUITS

1. Holding two four-card suits, both sound Opening Bids, bid the higher counting suit first. Hands of this type should not be bid by Third or Fourth Players except when holding four or more Quick Tricks.

   Example: Spades A Q x x, Hearts x x, Diamonds x x x, Clubs A K x x. Bid the Spade.

XI

DEFENSIVE BIDS

To bid No Trump, however strong,
Without Opponents' suit is wrong.

A Defensive Bid is a First Round Bid made after an Opening Bid by any other Player.

I. Overcalling Opponents' Suit Bid with a Suit, Requires One-half a Quick Trick less than an Opening Bid:

1. Bid any five-card or longer suit worthy of an Opening Bid.

   Example: Spades A K x x x, Hearts x x, Diamonds x x x, Clubs x x x. Bid the Spade over any adverse suit Bid.

2. Bid any six-card suit, or any five-card suit with two honors, providing the hand contains one and one-half Quick Tricks.

   Example: Spades x x, Hearts K J x x x, Diamonds A x x x, Clubs x x. Bid the Heart over any adverse suit Bid.

3. Four-card suits should rarely be bid as Defensive Bids, when it requires a bid of two to overbid Opponent.

II. Overcalling Opponents' Minor Suit with a Major:

With a Pre-emptive Distribution, pre-

empt to the full extent of the hand; it may prevent Partner of the Opponent who bid the Minor suit, from making a Betterment Bid. (See Betterment Bids.)

Example: Spades x, Hearts A K Q J x x x, Diamonds x, Clubs A K x x. Bid four Hearts over any adverse suit Bid.

III. Overcalling Opponents' Suit Bid with a No Trump:

1. Bid No Trump only with Opponents' suit well stopped:

   (*a*) With two tricks in Opponents' suit, bid No Trump with any hand strong enough for an Opening Bid.

   Example: Spades A J x, Hearts K x x, Diamonds Q J x, Clubs Q x x x. Bid No Trump over adverse Spade Bid.

   (*b*) With one trick in Opponents' suit, bid No Trump with four additional Probable Tricks. (The Informatory Double may often be used to advantage in this position.)

   Examples: Spades A x x, Hearts K Q x, Diamonds A Q J x, Clubs K Q x. Bid No Trump over adverse Spade Bid.

   Spades A x x, Hearts K Q x x, Diamonds A Q x x, Clubs K x. Use the Informatory Double over adverse Spade Bid.

(*c*) With no tricks in Opponents' suit, if hand contains no suit Bid, Pass; or use Informatory Double.

IV. Overcalling Opponents' No Trump; Bid by Opponent on Right:

1. In Second Position (No Trump bid by Opponent on right): do not bid without hope of game, unless the hand has defense against any suit to which the No Trump Bidder might switch:

(*a*) With established suit, Pass.

Example: Spades x x, Hearts x x x, Diamonds x x, Clubs A K Q x x x. Do not bid the Clubs.

(*b*) Bid a Major suit only with hope of game (eight Probable Tricks in the hand), counting on normal support from Partner.

Example: Spades K Q 10 x x x x, Hearts Q x, Diamonds A K x, Clubs x. Bid Spades over adverse No Trump Bid.

(*c*) Do not bid two of a Minor suit; with hope of game (nine Probable Tricks in the hand) bid four or five at once.

Examples: Spades x x, Hearts A x, Diamonds K Q J x x x, Clubs x x x. Do not bid over adverse No Trump Bid.

Spades x, Hearts A x, Diamonds A K J 10 x x x, Clubs K Q J. Bid four Diamonds over adverse No Trump Bid.

(*d*) With a two-suited hand (strong enough to warrant play), bid the higher valued suit; and on second round either bid the other suit or, if Opponents rebid the No Trump, lead that other suit.

Example: Spades Q J 10 x x x, Hearts Q J 10 x x, Diamonds none, Clubs x x. Bid two Spades over adverse No Trump Bid and if Opponents go to two No Trump lead the Queen of Hearts.

(*e*) The Informatory Double may be used. (See Informatory No Trump Double.)

V. Overcalling Opponents' No Trump in Fourth Position (No Trump Bid by Opponent on Left):

1. Bid any solid or nearly established suit, in order to direct a lead from Partner.

Example: Spades K Q J x x x, Hearts x x, Diamonds A x x, Clubs x x. Bid two Spades over adverse No Trump.

XII

BETTERMENT BIDS

With Minor Bid request is made
To bid No Trump or Heart or Spade.

I. When Partner Bids a Minor Suit and Second Hand Passes:

1. Bid any Major suit strong enough for an Opening or Defensive Bid. This is a Betterment Bid, and does not deny assistance in Partner's Minor suit.

   Examples: Spades A Q J x x, Hearts x x, Diamonds x x x, Clubs x x x.

   Spades x x x, Hearts A Q x x x, Diamonds x x, Clubs x x x.

2. With no possible Major suit Bid, bid No Trump with protection in two suits outside the suit Partner has bid, and favorable No Trump distribution (see Distribution). A No Trump Bid in this situation does not deny assistance in Partner's Minor suit.

   Example: Spades A x x, Hearts K Q x, Diamonds x x x, Clubs x x x x. Bid one No Trump over Partner's Diamond Bid.

3. Bid the other Minor suit on five or more cards worthy of a Defensive Bid, and with no side tricks. Thus bidding

the other Minor suit does not deny assistance in Partner's Minor suit, but it serves to keep the bidding open for a possible Secondary Bid from Partner.

Example: Spades x x x, Hearts x x, Diamonds x x x, Clubs A Q x x x. Bid two Clubs over Partner's Diamond Bid.

II. When Partner Bids a Minor Suit and Opponent Overcalls with a Suit:

1. Bid any Major suit worthy of an Opening or Defensive Bid.

   Example: Spades A J x x x, Hearts x x, Diamonds x x x, Clubs K x x. Bid one Spade if Partner's Diamond Bid is overcalled by Opponent's Heart Bid.

2. Bid No Trump with two tricks in Opponent's suit and protection in one other suit outside of Partner's.

   Example: Spades K J 10, Hearts A J x, Diamonds x x x x, Clubs x x x. Bid one No Trump if Partner's Diamond Bid is overcalled by Opponent's Heart Bid.

3. Bid No Trump with Opponent's suit once stopped and two Probable Tricks outside the suit Partner has bid.

   Example: Spades A x x, Hearts K Q x, Diamonds x x x, Clubs K J x x. Bid

No Trump if Partner's Diamond Bid is overcalled by Opponent's Spade Bid.

4. Raise Partner's Minor suit with normal assistance (see Assisting Partner's Bid) when unable to bid a Major suit or No Trump.

III. After Making a Betterment Bid which has been Overcalled by Opponent, and Partner has Refused to Assist:

Raise Partner's Minor Bid, with normal assistance, at next opportunity.

Example: Spades x x, Hearts A J x x x, Diamonds x x x, Clubs A x x. Bid one Heart over Partner's Diamond Bid, and if Fourth Hand bids a Spade and Partner passes, then bid two Diamonds.

IV. When Partner Makes an Opening Bid of Two in a Minor Suit and Opponent Overcalls with a Suit:

Bid No Trump with the Opponent's suit once stopped and one outside trick.

Example: Spades A x x, Hearts A x x, Diamonds x x x, Clubs x x x x. Bid No Trump if Partner's two Diamond Bid is overcalled by Opponent's two Spade Bid.

V. When Partner Bids a Minor Suit and Opponent Overcalls with No Trump:

Bid any Tenace suit worthy of an Open-

ing Bid, so that Partner may lead it through Declarer.

Example: Spades A Q x x x, Hearts x x, Diamonds K x x, Clubs x x x. Bid two Spades if Partner's one Club Bid is overcalled by Opponent's No Trump Bid, and if Opponents bid two No Trumps, lead highest Club.

VI. When Partner Bids a Major Suit and Second Player Either Bids or Passes:

1. Holding four or more cards of suit Partner has bid, do not bid any other suit except when holding great length and strength with at least four honors in the other Major suit.
2. Holding three cards of suit Partner has bid, do not bid any other suit except when holding five cards with four honors, or six cards with three high honors, of the other Major suit.
3. Holding A x, or K x, or Q x, of the suit Partner has bid, do not bid any other suit except when holding five cards with four honors, or six cards with two high honors of the other Major suit.
4. Bid No Trump when holding four Aces.

VII. When Partner Bids No Trump and Opponent Overcalls with a Suit:

Bid any Major suit worthy of an Opening

or Defensive Bid. Bidding in this position does not deny assistance for Partner's No Trump, but indicates ability to assist the No Trump should Partner go back to it.

Example: Spades A Q J x x, Hearts x x x, Diamonds K x, Clubs Q J x. Bid two Spades if Partner's No Trump Bid is overcalled by Opponent's two Heart Bid.

XIII

ASSISTING BIDS

Be sure to raise your Partner once,
With two sure tricks and three small trumps.

I. Partner's Opening Suit Bid of One is Overcalled:

1. Holding no Betterment Bid, and normal support for Partner's Bid (three small cards of his suit; or two, one as good as a Queen), raise Partner's Bid once with two Assisting Tricks, and on each succeeding round once more for each additional Assisting Trick.

   Example: Spades x x x, Hearts A x x, Diamonds A x x, Clubs x x x x. Bid two Spades if Partner's one Spade is overcalled.

ASSISTING TRICKS ARE:

Each Quick Trick	1 Trick
A King and one small card of Partner's suit	1 Trick
A Queen and two small cards of Partner's suit	1 Trick
Four or more small cards of Partner's suit	1 Trick
A singleton of a suit other than Partner's (giving ability to ruff second round)	1 Trick
A singleton Ace	2 Tricks
A void suit (ability to ruff first two rounds)	2 Tricks
Two worthless doubletons	½ Trick

Length and high honors in Partner's suit cannot both be counted as Assisting Tricks in the same hand.

Example: Spades K J x x, Hearts x, Diamonds x x x x, Clubs x x x x. Raise Partner's Spade Bid but once if he has been overcalled.

2. Holding only two small cards of Partner's suit, with no Betterment or Denial Bid, raise Partner's Bid when the hand contains more than two Quick Tricks in side suits.

Example: Spades x x, Hearts x x x, Diamonds A x x x, Clubs A K x x. Bid two Spades if Partner's one Spade is overcalled by two Hearts.

II. Partner Makes an Opening Suit Bid of Two; or Rebids His Hand after a Denial Bid:

Raise Partner's Bid with as few as two small cards of Partner's suit, and two Assisting Tricks.

Example: Spades x x, Hearts x x x, Diamonds A K x x, Clubs x x x x. Raise Partner's two Spade Bid to three if he has been overcalled.

III. Partner's Pre-emptive Bid is Overcalled:

Raise Partner's Bid with two Assisting Tricks, no matter how weak in his suit.

Example: Spades x, Hearts x x x, Diamonds K Q x x x, Clubs A x x x. Raise Partner's Pre-emptive Bid if he has been overcalled.

IV. Partner's Opening Bid in Third or Fourth Position is Overcalled:

Raise his Bid with normal trump support and one and one-half Assisting Tricks.

Example: Spades x x x, Hearts x x x, Diamonds A x x x, Clubs K x x. Raise Partner's Spade Bid if he has bid in third or fourth position and has been overcalled.

V. Partner Rebids to Five without Assistance:

Raise his Bid to six with one Quick Trick.

Example: Spades x x x, Hearts x x x, Diamonds x x x, Clubs A x x x. Raise Partner to six Spades if his five Spades is overcalled.

VI. Partner's Defensive Bid is Overcalled:

Raise Partner's Defensive Bid only when holding at least two and one-half Assisting Tricks. If he rebids, raise with normal assistance.

Example: Spades x x x, Hearts x x x, Diamonds A K x x, Clubs Q J x. Raise Partner's Spade Bid if he has been overcalled.

VII. Partner's No Trump is Overcalled:

With no Betterment Bid:

1. Raise Partner's No Trump with two tricks in Opponent's suit and one trick in another suit; or with one trick in Opponent's suit, and two probable side tricks. (An honor in Opponent's suit

that may be led through, cannot be counted as a trick.)

Examples: Spades A Q x, Hearts x x x, Diamonds K x x, Clubs Q J x x. Raise Partner's No Trump if he has been overcalled with two Spades.

Spades A x x, Hearts K J 10, Diamonds K Q 10, Clubs x x x x. Raise Partner's No Trump Bid if he has been overcalled with two Spades.

2. With help for Partner's No Trump but no tricks in Opponent's suit, try to encourage Partner by bidding another suit, or use the Informatory Double.

Example: Spades x x, Hearts A K x, Diamonds A Q 10 x x, Clubs K J 10.

Bid three Diamonds or make an Informatory Double if Partner's No Trump has been overcalled with two Spades. (See Informatory Double.)

3. Do not bid a long straggling suit with no re-entries unless the hand has previously Passed (so Partner can recognize it as a Secondary Bid), or the suit is long enough to rebid if Partner continues the No Trump, or later doubles Opponent.

Examples: Spades x x, Hearts x x, Diamond Q J 10 x x x, Clubs x x x.

Pass if Partner's No Trump has been overcalled.

Spades x x, Hearts x x, Diamonds K J 10 x x x x x, Clubs x. Bid three Diamonds if Partner's No Trump has been overcalled. If Partner bids three No Trump, bid four Diamonds.

4. With length and strength in Opponent's suit but no other help, Pass.

   Example: Spades K J x x x, Hearts x x, Diamonds x x x, Clubs x x x. Pass if Partner's No Trump has been overcalled with two Spades.

5. If Partner bids the No Trump after Opponent has bid his suit, raise Partner's No Trump once with any three Probable Tricks.

   Example: Spades x x x, Hearts K J x, Diamonds A Q x, Clubs x x x x. Bid two No Trump if Partner bids No Trump over Opponent's Spade Bid and is overcalled with two Spades.

VIII. Assisting Partner's Two-Suited Hand:

Assist the suit the hand will better support (length in trumps being more essential than high cards), with one and one-half Assisting Tricks. With equal Assistance for a Major and a Minor suit, always assist the Major suit.

Example: Spades x x x, Hearts x x, Diamonds A x x x, Clubs K x x x. Raise Partner's Spade if he bids both Spades and Hearts and has been overcalled with Diamonds.

IX. After Bidding a Suit which Partner Changes to Another Suit or No Trump:

Do not raise his Bid on tricks already shown by the first Bid.

XIV

DENIAL BIDS

By normal strength in trumps we mean
Just three small cards or one with Queen.

Normal expectancy of support in a suit which Partner has bid, is three small cards of the suit, or two cards one as good as the Queen. The Queen and one small card is the border line. The player with this Holding has the Option of allowing Partner's Bid to stand, or making another Bid. Not holding such support, the suit Partner has bid should be denied if possible.

No Denial of Partner's Bid should be made with a hand which does not contain at least one Quick Trick; unless the suit bid is long enough (seven or more) to be rebid and played without assistance from Partner.

Example: Spades x, Hearts x x x x, Diamonds K x x x x, Clubs x x x. Pass Partner's Spade Bid.

I. Partner Bids One of a Major Suit; Opponent Passes; and Third Hand does not Contain Normal Support:

1. With two suits (outside Partner's suit) protected, bid No Trump.

Example: Spades x x, Hearts x x x, Diamonds K Q x x, Clubs K J 10 x. Bid No Trumps over Partner's Spade Bid.

2. Bid any five or more card suit, Major or Minor, with one Quick Trick.
   Example: A x x x x or K Q x x x.
3. Bid any four-card suit, Major or Minor, with two Quick Tricks.
   Example: A K x x.
4. Bid any suit as good as a Defensive Bid provided the hand has one Quick Trick.
   Example: Spades x x, Hearts K J x x x, Diamonds A x x, Clubs x x x. Bid two Hearts over Partner's Spade Bid.

II. Partner Makes an Opening Bid of Two in a Major Suit:

1. When void of Partner's suit, or when holding a singleton; deny the suit if possible.
2. Holding only two small cards of Partner's suit, a Player has the option of letting Partner's Bid stand or making another Declaration.

III. Partner Makes a Pre-emptive Bid of any Suit:

A Denial Bid should not be made even

with a hand which does not contain normal support in Partner's suit.

IV. Partner Bids a Major Suit and Opponent Overbids with a Suit. When not Holding Normal Support for Partner's Suit:

1. Bid the other Major suit with sound Opening or Defensive Bid.

   Example: Spades A Q x x x, Hearts x x, Diamonds K J 10, Clubs x x x. Bid one Spade over Partner's Heart Bid.

2. Bid No Trump with Opponent's suit twice stopped and one Probable Trick outside Partner's suit.

   Example: Spades A J x, Hearts x x, Diamonds A x x x, Clubs x x x x. Bid one No Trump if Partner's one Heart Bid has been overcalled with one Spade.

3. Bid No Trump with Opponent's suit once stopped and two Probable Tricks outside Partner's suit.

   Example: Spades K 10 x, Hearts x x, Diamonds A x x x, Clubs K J 10 x. Bid one No Trump if Partner's Heart Bid has been overcalled with one Spade.

4. Bid Minor suit with sound Opening or Defensive Bid.

   Example: Spades J x, Hearts x x x, Diamonds A K J x x, Clubs x x x. Bid

three Diamonds if Partner's one Spade Bid has been overcalled with two Hearts.

Any Bid in this position other than an Assist for Partner's Bid, is a direct Denial of Partner's Major suit. It shows a hand without normal expectancy of support.

When a Player has bid a Major suit and his Partner has passed his uncontested Bid and on the second round bids another suit, this subsequent bidding does not deny the Original Major Bid, but should be interpreted by the Original Bidder as assistance for his Bid if that is desired.

Example: First Player bids one Spade; second Player passes. Third Player, holding Spades x x x, Hearts A Q J x x, Diamonds x x x, Clubs x x, should pass, as he holds normal support for Partner's Spade. If Fourth Hand bids two of a Minor suit and the first Player passes, Third Player should then bid two Hearts. The other suit should never be shown when a hand contains better than normal support for the Major suit Partner bids. Holding Spades x x x x, Hearts A Q J x x, Diamonds x x, Clubs x x, Bid two Spades.

XV

NO TRUMP TAKE-OUT BIDS

With Minor suit strong in your hand
Your Partner's one No Trump should stand.
With Major, quite the other way;
Take Out, and hope the hand to play.

PARTNER BIDS NO TRUMP AND SECOND HAND PASSES:

I. Major Suit Take-outs:

Taking out Partner's No Trump with a Major suit shows strength. It promises some assistance for the No Trump, and offers a choice to the Partner of the Major suit or No Trump.

1. Bid two with any six (or more) card Major suit.

   Example: Spades x x, Hearts Q J x x x x, Diamonds K x x, Clubs x x. Bid two Hearts.

2. Bid two with any five-card Major suit as good as an Opening or Defensive Bid.

   Example: Spades A Q x x x, Hearts A x, Diamonds x x x, Clubs x x x. Bid two Spades.

3. Bid two with any five-card Major suit

with two or more honors, provided the hand contains one Quick Trick.

Example: Spades x x x, Hearts K Q x x x, Diamonds x x, Clubs x x x. Bid two Hearts.

4. Bid two with any five-card Major suit with two honors, provided the hand contains a singleton, or is void a suit.

   Example: Spades K J x x x, Hearts x x x, Diamonds x, Clubs x x x x. Bid two Spades.

5. After taking out Partner's No Trump with a long (six or more) straggling suit that will not assist the No Trump, the suit should be rebid if Partner bids two No Trump.

   Example: Spades x x x, Hearts K J x x x x x, Diamonds x x, Clubs x. Bid two Hearts, and if Partner bids two No Trump, bid three Hearts.

II. Minor Suit Take-outs:

A Bid of two of a Minor suit over Partner's No Trump Bid is called a Rescue and indicates weakness for the No Trump.

1. Bid two on any eight-card Minor suit, and rebid if Partner bids two No Trump.

   Example: Spades x x, Hearts x x, Diamonds Q J x x x x x x, Clubs x,

Bid two Diamonds, and if Partner bids two No Trump, bid three Diamonds.

2. Bid two on any six or seven-card Minor suit when the hand does not contain a trick.

   Example: Spades x x, Hearts x x, Diamonds J 10 x x x x, Clubs x x x. Bid two Diamonds.

3. Bid two on any five-card Minor suit, in a worthless hand which is void a suit or contains a worthless singleton.

   Example: Spades x x x x, Hearts none, Diamonds x x x x, Clubs Q 10 x x x. Bid two Clubs.

III. Two-suited Take-outs:

1. Holding two Major suits of five or more cards each, take out with the stronger. Should Partner rebid the No Trump, bid the second suit.

   Example: Spades K J x x x, Hearts K J 10 x x, Diamonds x x, Clubs x. Bid two Hearts, and if Partner bids two No Trump, bid three Spades.

2. Holding two Minor suits of five or more cards each, bid the stronger suit first. Should Partner rebid the No Trump, bid the second suit.

   Example: Spades x x, Hearts x, Diamonds K Q x x x, Clubs Q J x x x. Bid

two Diamonds, and if Partner bids two No Trump, bid three Clubs.

3. Holding two suits of five or more cards each (one a Major and one a Minor), bid the Major suit first unless it is very weak, without a single honor.

   Example: Spades K J x x x, Hearts x x, Diamonds x, Clubs A Q x x x. Bid two Spades.

IV. Pre-emptive Take-outs:

1. Holding a powerful six or seven-card Minor suit, bid three of the Minor suit even when there has been no intervening Bid. This gives Partner the choice of playing the hand at the Minor suit or No Trump.

   Example: Spades x x, Hearts x, Diamonds A K Q J x x x, Clubs x x x. Bid three Diamonds.

2. Holding a powerful seven-card Minor suit, with eight or more tricks in the hand, bid four or five at once. This shows expectation of game with the Minor suit as Trumps.

   Example: Spades x x, Hearts x, Diamonds x x, Clubs A K Q 10 x x x x. Bid four Clubs.

3. Holding a powerful six or seven-card Major suit, bid three or four at once.

This shows expectation of game with the Major suit as Trumps.

Example: Spades K Q J 10 x x x, Hearts x, Diamonds x x, Clubs x x x. Bid three Spades.

V. Summary of Take-outs:

1. A Bid of two of a Major suit means strength or unusual length.
2. A Bid of two of a Minor suit means weakness.
3. A Bid of three of a Minor suit shows six or seven tricks in the Minor suit.
4. A Bid of three or four of a Major suit shows strength with unusual length, and promises game.
5. A Bid of four or five of a Minor suit shows strength with unusual length and promises game.

XVI

THE INFORMATORY SUIT DOUBLE

Double Informatorily
Suit bids of one, or two, or three.

An Informatory Double is a Double made for the purpose of forcing Partner to bid on a hand that he might otherwise Pass. It is used over Opponent's suit Bid of one or two (three is optional as agreed between Partners), provided the Double is made at the first opportunity, and Partner has not bid, nor doubled, nor made a Business Pass. All other doubles are Business Doubles.

I. Strength Required for Informatory Suit Double:

1. An Informatory Double should be made when a hand is weak in the suit doubled, and strong in the other three;

   (*a*) Five high cards distributed in the three suits;

   (*b*) Strength enough for a No Trump Bid.

   Example: Spades A Q x x, Hearts Q J x x, Diamonds K 10 x, Clubs x x. Double one Club.

2. Being void of Opponent's suit is worth

two tricks; hence a Double may be made with a hand that contains two additional Assisting Tricks for any Bid of Partner's. Having a singleton in Opponent's suit is worth one trick; hence a Double may be made with a hand that contains three additional Assisting Tricks for any Bid of Partner's.

Examples: Spades A x x x, Hearts K Q x x, Diamonds none, Clubs J x x x x.

Spades A x x x, Hearts Q J x x, Diamonds x, Clubs A J 10 x. Double one Diamond.

II. Camouflage Informatory Double:

1. A Camouflage Informatory Double must have a Rescue.

   A Rescue is a suit of five or more cards which can be bid should Partner's Response not be satisfactory.

   Example: Spades A x x x, Hearts x x, Diamonds A K Q x x, Clubs A x. Double one Heart, and if Partner bids two Clubs, bid two Diamonds.
2. With one or two tricks in Opponent's suit, and strength in two other suits, and weakness in the fourth suit,

Double; and if Partner bids the weak suit, Rescue with No Trump.

Example: Spades A x x, Hearts A 10 x x, Diamonds K Q J x, Clubs A x. Double one Spade, and if Partner bids two Clubs, bid two No Trump.

3. With a Major suit just too weak to bid, and a long strong Minor suit, Double; and if Partner bids anything except the Major suit, Rescue with the Minor suit.

   Example: Spades A 10 x x, Hearts x x, Diamonds A K Q x x x, Clubs x. Double one Heart or one Club, and if Partner bids one of these suits, bid two Diamonds.

4. Except to a critical score, never Double Informatorily when holding a two-card suit (other than Opponent's), even Ace-King, unless the hand contains a Rescue.

   Example: Spades x x x, Hearts A K, Diamonds K J x x, Clubs K J x x. Do not Double one Spade should Partner respond with two Hearts. There is no five-card suit with which to Rescue.

III. Optional Informatory Double:

If Partner's No Trump Bid is overcalled, Double when holding better than an Aver-

age hand with strength in three suits, but no trick in Opponent's suit. (This Double is optional, subject to agreement between Partners; some players preferring to retain it as a Business Double.)

Example: Spades x, Hearts K J x x, Diamonds A Q x x, Clubs A J x x. Double Opponent's two Spades, Partner having bid No Trump.

IV. Informatory Double on the Second Round of Bidding:

1. Player bids one of a suit, and Opponent overbids with a suit; Partner has neither bid nor doubled:

   When weak in Opponent's suit and strong in the other two suits, Double. This is an Informatory Double, and is especially advantageous with 4—4—4—1 hands that have opened with a four-card suit.

   Example: Spades A K x x, Hearts K 10 x x, Diamonds A x x x, Clubs x. Double Opponent's two Clubs after having bid one Spade.

   Partner should assist a Major Bid with normal Trump support; or better a Minor Bid by bidding a four-card Major suit, or by bidding No Trump with two tricks in Opponent's suit.

Otherwise he should assist a Minor Bid with normal Trump support. With less than normal Trump support he may bid any four-card suit.

2. Player bids one No Trump, is overbid by Opponent, and Partner has neither bid nor doubled:

When weak in Opponent's suit and strong in the other three, Double. This is an Informatory Double; for Partner's take-out see Lesson XVII, 'Response to Partner's Informatory Suit Double.'

Example: Spades x x x, Hearts A Q J, Diamonds A J x x, Clubs K Q J. Double Opponent's two Spade bid after having bid one No Trump.

XVII

RESPONSE TO PARTNER'S INFORMATORY SUIT DOUBLE; 'FORCED BIDS'

When weak, take out, avoiding trouble,
Your Partner's Information Double.

A 'Forced Bid' is an obligatory Bid, made in response to Partner's Informatory Double. The weaker the hand the more obligatory it is to bid, since a Pass in this position would be a Business Pass, indicating ability to defeat the Bid Partner has doubled.

Response to Partner's Informatory Suit Double:

1. Bid any four (or more) card Major suit.

   Example: Partner doubles a Club. Holding Spades Q 10 x x, Hearts x x x, Diamonds x x x, Clubs x x x. Bid the Spade.

2. With two four-card Major suits, bid the stronger.

   Example: Partner doubles a Club. Holding Spades Q 10 x x, Hearts K 10 x x, Diamonds x x x, Clubs x x, bid the Heart.

3. With two tricks in Opponent's suit, and better than an average hand, bid No Trump in preference to a very weak four-card Major suit.

   Example: Partner doubles a Club. Holding Spades 6 4 3 2, Hearts K J x, Diamonds A x x x, Clubs K Q x, bid No Trump.

4. With one trick in Opponent's suit, and better than an average hand, bid No Trump in preference to a four or five-card Minor suit.

   Example: Partner doubles a Club. Holding Spades A x, Hearts K J x, Diamonds K x x x x, Clubs A x x, bid No Trump.

5. With no Major or No Trump Bid, take out with any four (or more) card Minor suit:

   Example: Partner doubles a Spade. Holding Spades x x x, Hearts A x x, Diamonds 9 8 3 2, Clubs 7 3 2, bid the Diamond.

   Or with two four-card Minor suits, bid the stronger.

   Example: Partner doubles a Spade. Holding Spades x x x, Hearts x x, Diamonds K J x x, Clubs A J x x, bid the Club.

6. When the only four-card suit is the suit

Opponent has bid, take out with No Trump if that suit contains Ace, or King, or Queen, or Jack-ten, or Jack-nine.

Example: Partner doubles a Heart. Holding Spades x x x, Hearts K x x x, Diamonds x x x, Clubs x x x, bid No Trump.

7. When the only four-card suit is the suit Opponent has bid, and there is no possible trick in it, bid the better three-card Minor suit.

Example: Partner doubles a Spade. Holding Spades 10 7 3 2, Hearts x x x, Diamonds Q x x, Clubs x x x, bid the Diamond.

If Partner has doubled a Minor suit, and the only four-card suit is the suit Partner has doubled, bid two of that suit. This Bid is called 'The Kick-Back.'

Example: Partner doubles a Club. Holding Spades x x x, Hearts x x x, Diamonds x x x, Clubs x x x x, bid two Clubs.

8. With length and strength in Opponent's suit—that is, at least six with two honors if original Bidder is on the left; or five with two honors if on the right—Pass; thus automatically turning

Partner's Informatory Double into a Business Double. This is called a 'Business Pass.'

Examples: Partner doubles a Heart. Holding Spades x x, Hearts K J x x x x, Diamonds x x x, Clubs x x, Pass, if original Bidder is on the left or right. Holding Spades x x, Hearts K J x x x, Diamonds x x x, Clubs x x x, Pass, if original Bidder is on the right. Bid No Trump if original Bidder is on the left.

9. When Partner's Double has been overcalled by Opponent on the right, a Bid is not obligatory; unless the hand contains a suit strong enough for a Defensive Bid.

Example: Left-hand Opponent bids a Heart. Partner doubles. Right-hand Opponent bids two Hearts. Holding Spades A Q x x x, Hearts x x, Diamonds Q x x, Clubs x x x, bid two Spades.

XVIII

THE INFORMATORY NO TRUMP DOUBLE

Just One, not Two, No Trump can be Doubled Informatorily.

The Informatory Double of a No Trump Bid may be used over Opponent's one (not two) No Trump, when made at the first opportunity, and Partner has not bid, nor doubled, nor made a Business Pass.

I. Strength Required for an Informatory No Trump Double:

1. If the No Trump Bidder is on the right, the doubling hand should contain Five Probable Tricks to assist any Bid of Partner's.

   Example: Spades A 10 x, Hearts K 10 x, Diamonds K Q x x, Clubs K J x.

2. If the No Trump Bidder is on the left, the doubling hand should contain Six Probable Tricks to assist any Bid of Partner's.

   Example: Spades A x x x, Hearts K Q x, Diamonds A Q x, Clubs K J 10.

3. The most advantageous type of hand for an Informatory No Trump Double is one containing strength in three suits with two strong Major suits.

Example: Spades A Q x x, Hearts K J x x, Diamonds A 10 x x, Clubs x. (Double Opponent's one No Trump; and if Partner bids two Clubs, Rescue with two No Trump.)

4. With strength in four suits, the hand should contain at least five high honors. It must contain such strength in the Major suits that it can support a weak four-card take-out from Partner.

   Example: K 10 x x, Hearts A J x, Diamonds A x x, Clubs K Q x.

5. At an advanced score the Informatory Double is of great value, and the strength required may be shaded somewhat.

BIDDING BY THIRD PLAYER WHEN PARTNER'S BID HAS BEEN DOUBLED INFORMATORILY

I. Partner Bids a Suit; Second Player Doubles Informatorily:

Third Player should Pass, thus making the other Opponent take his Partner out.

Exception: Holding four or more of Partner's suit, with two or more Assisting tricks, and no defense against Opponents' possible Bid: jump Partner's Bid at once as far as the hand will warrant.

Example: Spades x, Hearts K x x x x,

Diamonds A K Q x, Clubs x x x. Bid four Hearts if Partner's one Heart has been Doubled.

II. Partner Bids No Trump; Second Player Doubles Informatorily:

Third Player should Pass, thus making the other Opponent take his Partner out.

Exception: With an advanced score, and a better than average hand, with strength in Minor suits, bid two No Trump if that score will give you Rubber; or if a Bid of two of a Major suit would give Opponents' Rubber.

III. The Redouble (Echo of the Double):

1. Partner bids No Trump; Second Player Doubles Informatorily: Holding a No Trump hand with defense against Opponent, Third Hand should Redouble. This allows Partner either to bid two No Trump over next Opponent's 'Forced Bid,' or make a Business Double.

   Example: Spades K J x, Hearts A 10 x, Diamonds Q 10 x x, Clubs K x x. Redouble if Partner's one No Trump has been Doubled.

2. Partner bids a suit; Second Player doubles informatorily: Holding *less* than normal support for Partner's suit, but defense against any bid of Oppo-

nent, Third Hand may Redouble. This warns Partner of the situation in case Fourth Hand should make a Business Pass.

Example: Spades x, Hearts K J x x, Diamonds K J x x, Clubs A Q x x. Redouble if Partner's one Spade has been Doubled.

S. O. S. REDOUBLE

Player Bids No Trump; Second Hand Doubles; Partner Passes; and Fourth Hand Makes a Business Pass: The first Bidder may then Redouble. This is a scream for help and forces Partner to bid his longest suit. This is the only case where a Redouble is used as a command to Partner to bid.

Example: After bidding No Trump: Holding Spades A x x, Hearts K x x, Diamonds Q x x, Clubs Q J x x, and Opponents have made a Business Pass, Redouble.

XIX

RESPONSE TO PARTNER'S INFORMATORY NO TRUMP DOUBLE; 'FORCED BIDS'

When strong, you may leave in the Double;
That will not get you into trouble.

Response to Partner's Informatory No Trump Double:

1. Bid any four (or more) card Major suit.

   Example: Holding Spades K x x, Hearts K 10 x x, Diamonds x x x, Clubs x x x, bid the Heart.

2. With two four-card Major suits, bid the stronger; and if Partner Denies with a Bid of two No Trump or two of a Minor suit, bid the other Major suit.

   Example: Holding Spades K J x x, Hearts A J x x, Diamonds x x x, Clubs x x, bid the Heart, and if Partner bids two No Trump or three Diamonds or Clubs, bid the Spade.

3. With no Major Bid, or when four-card Major suit is extremely weak, and holding strength in both Minor suits, or a hand better than Average, Pass

(Business Pass) ; or bid two No Trump if that contract will produce a Rubber.

Example: Holding Spades x x x, Hearts x x, Diamonds A Q x x, Clubs K Q J x, Pass if it is the first game. Bid two No Trump if that Bid will produce Rubber.

4. Bid any four (or more) card Minor suit, but bid a four-card Major suit in preference to a five-card Minor.

   Example: Holding Spades 5 4 3 2, Hearts x x, Diamonds K J x x x, Clubs x x, bid the Spade.

5. Holding a worthless hand, bid any four-card suit no matter how weak.

   Example: Spades x x x, Hearts x x x, Diamonds x x x, Clubs 5 4 3 2, bid the Club.

6. Response to Partner's S. O. S. Call. (See XVIII.) Bid longest and strongest suit, whether Major or Minor.

   Example: Spades 8 7 3 2, Hearts 6 3 2, Diamonds J 9 8 7, Clubs 5 2, bid the Diamond.

XX

LATER BIDS

To overbid would be a shame
If neither side could win a game.

Later bids are: (1) Secondary Bids; and (2) Rebids.

Secondary Bids are Voluntary Bids made on the second or later round, by a Player who passed an opportunity to bid on the first round.

Rebids are subsequent Bids of the same suit by the Player who first bid that suit.

I. Secondary Bids:

All long weak suits without Quick Tricks, in a hand not strong enough for an Opening or Defensive Bid, may be bid on a later round. There must be one Quick Trick in the hand, unless the suit is long enough to rebid if your Partner should later double Opponent.

Examples: After passing on the first round and Opponent bids a Heart, Diamond, or Club: Holding Spades A J x x x, Hearts x x, Diamonds x x x x, Clubs x x, bid the Spade. Holding Spades Q J 10 x x x x, Hearts x, Diamonds x x x, Clubs x x, bid the Spade.

II. Rebids:

1. Player bids a suit and is overbid by Opponent:

(*a*) Do not rebid a four-card suit without an Assisting Bid from Partner.

Example: After bidding a Spade and Opponent overcalls with two of a suit: Holding Spades A K x x, Hearts x x x, Diamonds A x x, Clubs x x x, Pass.

(*b*) Rebid a suit of five or more cards when the hand contains six Probable Tricks (Probable Tricks include 'Quick Tricks' and cards or combinations of cards which will take tricks with a specified suit as Trumps.)

Example: After bidding a Heart and Opponent overcalls with two of a suit: Holding Spades x x, Hearts A K Q x x, Diamonds A x x, Clubs x x x, bid two Hearts.

(*c*) Before increasing the contract further, count carefully all losing tricks. Count to lose any missing Ace, King, or Queen in each suit, unless the suit is so short the missing honor can be trumped, or so long the missing honor can be caught with a higher honor. Count as Probable Tricks, one small card of a four-card suit, two

small cards of a five-card suit, three of a six-card suit, and four or five of a seven-card suit.

Examples: Holding Spades A K Q x x, Hearts A x x, Diamonds K Q J x, Clubs x, count to lose no Spades, two Hearts, one Diamond, and one Club; or Spades x x x x, Hearts A K x x x x, Diamonds x x x, Clubs none, count to lose three Spades, one Heart, three Diamonds, no Clubs; or Spades x x x x x, Hearts A K x x x x x, Diamonds x, Clubs none, count to lose two Spades, no Hearts, one Diamond, and no Clubs.

With eight Probable Tricks, bid to Three.

Example: Spades A Q x x x, Hearts A x x x, Diamonds x, Clubs A K x, count to lose one Spade, two Hearts, one Diamond, and one Club.

Five losing Tricks—eight Probable Taking Tricks.

With nine Probable Tricks, bid to Four.

Example: Spades A K x, Hearts K Q J x x x, Diamonds Q J x, Clubs A, count to lose one Spade, one Heart, two Diamonds, and no Clubs—four

losing Tricks—nine Probable Taking Tricks.

With eleven Probable Tricks, bid to Five.

Example: Spades A K Q x x x, Hearts A Q x x, Diamonds A K x, Clubs none, count to lose no Spades, one Heart, one Diamond, and no Club —five probable Taking Tricks. Four honors in one hand are worth an extra trick. Partner may be counted upon for one trick, and for one additional trick for each Assisting Bid.

2. Player Bids No Trump and is Overbid by Opponent:

(*a*) With two tricks in Opponent's suit, and six Probable Tricks in the hand, bid two No Trump.

Example: Spades K Q x, Hearts A K x x, Diamonds A x x, Clubs J x x, bid two No Trump if one No Trump has been overcalled by two Spades.

(*b*) With one trick in Opponent's suit, bid two No Trump only with great strength in other suits; otherwise Pass; or bid any five-card suit strong enough for a Defensive Bid; or use Informatory Double.

(*c*) With no tricks in Opponent's suit, Pass; or bid any five-card suit

strong enough for a Defensive Bid; or use the Informatory Double.

III. Flag-Flying:

Flag-Flying is deliberately overbidding a hand with the expectation of losing if left in to play, for the purpose of preventing the Opponents from winning game or Rubber.

The first game of the Rubber is considered worth more than two hundred points to the winning side, and is nearly as important as the Rubber game.

Watch the score and overbid a hand not more than two tricks to save the first game, or three tricks to save a Rubber. Do not overbid to this extent on a hand that presents no possibilities for game within itself. Never overbid when the hand contains tricks enough to save game, or contains probable defeat for Opponents. Do not overbid when Opponents are bidding a Minor suit, except to an advanced score.

XXI

THE BUSINESS DOUBLE

Should doubling lose for you the game
Just hang your head in humble shame.

A Business Double is one which is made with the expectation of defeating the Opponent and thereby increasing the penalty score; it expresses desire that the bid be allowed to stand.

It is a Business Double if the doubler has passed a previous opportunity to double the same suit.

It is a Business Double if the partner of the doubler has previously bid or doubled; or has made a Business Pass.

All doubles of four or more of a suit, or of two or more of No Trump, are Business Doubles.

I. Distinction between a Free Double and a Double which is not Free:

1. A Free Double is one which is made when the Opponent undoubled would make game if he won his contract.
2. A double which is not Free, is one which is made when the Opponent undoubled would not make game if he won his contract.

II. In Considering Doubling, Count Partner for:

1. Two tricks if he has made an Opening Bid.
2. One trick if he has made a Defensive Bid or a Secondary Bid.
3. Two tricks if he has made an Informatory Double.
4. No tricks if he has shown merely Assisting Tricks.

III. In Considering Doubling, Count Possibility of Game:

1. It is usually better to win the first game than to make a Business Double; unless the double will win at least three hundred points.
2. It is usually better to double when sure to defeat, than to try for game when the Opponents are a game in and you are nothing.
3. It is always better to double when sure to defeat, and with no hope of game, than to win a few points on the score.
4. It is always better to win the Rubber than to make a Business Double; unless the double will win at least four hundred points.

IV. Be Cautious of Doubling when:

1. You are short in Opponent's suit.
2. Partner has made a Pre-emptive Bid.
3. Partner has shown a Two-Suited hand.
4. Opponent has shown a Two-Suited hand.
5. There is any suit you cannot double to which Opponents might switch.
6. Partner has made a Jump Assist. The high cards in the suit which Partner has Jumped cannot be counted as Doubling Tricks, since Opponent must be short in the suit, and may ruff.

V. When Partner has Doubled:

Do not take him out.

Exception: When you have deceived him as to your Quick Tricks; that is, when you have bid a long straggling suit with the intention of rebidding the suit in any case.

VI. When Partner has been Doubled:

Do not change his bid unless:

1. Holding a hand which is worthless at Partner's bid, and also a suit which Partner might be able to assist.
2. Partner has shown a Two-Suited hand, and your hand will better support his other suit.

VII. Business Redouble:

Make a Business Redouble only when absolutely certain that the contract can be made; and only when able to make a Business Double of any suit to which Opponents might switch.

XXII

OPENING LEADS; DECLARED TRUMP

'Tis only when your trumps are weak
That you're allowed to lead a sneak.

The Opening Lead, is the first lead of the hand, made by the Adversary at Declarer's left, after the Auction ends.

I. The Opening Lead at Declared Trump; When Partner has Bid a Suit:

1. When holding an Ace-King, or a King-Queen-Jack suit, lead the King (with Ace-King alone, lead the Ace) and watch for a Card of Encouragement from Partner. Follow with the best card of Partner's suit, unless the Dummy hand makes it inadvisable.
2. Not holding an Ace-King, or King-Queen-Jack suit, lead the best card of Partner's suit. (Some authorities favor leading the Fourth-Best card of Partner's suit when holding four or more without the Ace, or two honors in sequence.)
3. Holding a worthless singleton in a hand with less than four Trumps, lead it in preference to Partner's suit. The lead of a low card of another suit, after

Partner has bid, signifies either a singleton, or a hand void of Partner's suit.

4. When Partner has bid two suits, lead the one first bid.
   Exceptions:
   (*a*) Holding four or more Trumps, lead that suit of Partner's in which you are longer.
   (*b*) Holding less than four Trumps and a singleton of Partner's second suit, lead the singleton.
5. When Partner's Bid was 'Forced,' in response to an Informatory Double, lead as though he had made no Bid.

II. The Opening Lead at Declared Trump; When Partner has not Bid a Suit:

1. In leading against a Declared Trump it is important to make high cards quickly, before they can be trumped.
2. Suits that are advantageous to lead in the order of preference:
   (*a*) Suits containing A K Q; lead King, then Queen.
   (*b*) Suits containing A K and others; lead King and watch for a Card of Encouragement from Partner.
   (*c*) Suits containing K Q J; lead King, follow with Jack.

(*d*) Suits containing A K alone; lead Ace, then King.

(*e*) Suits containing K Q and others; lead King, and if Partner gives a Card of Encouragement, follow with lowest card; or Fourth-Best.

(*f*) Suits containing Q J, or J 10, and others; lead the top honor.

(*g*) Suits of five or more cards containing an Ace without the King; lead the Ace.

3. Suits that are disadvantageous to lead:

(*a*) Tenace suits (A Q, A J, K J); if forced to lead the suit, lead Ace from A Q, or A J, and lowest card or Fourth-Best from K J x x.

(*b*) Three or four cards with a single honor, especially a King; lead the lowest card; or Fourth-Best.

(*c*) A short suit containing an Ace; if forced to lead, lead the Ace.

4. With a worthless hand, or a hand containing no advantageous combination, a singleton may be led; or the higher card of a weak doubleton; or the lowest of a long weak suit. Never lead a singleton or short suit from a hand containing four or more Trumps; lead the longest suit, no matter how disadvantageous the combination.

5. The lead of an Ace denies the King.
   The lead of a King shows Ace, or Queen, or both.
   The lead of a Queen shows nothing higher in the suit.

XXIII

OPENING LEADS; NO TRUMP

This simple rule you must obey—
Lead longest suit at No Trump play.

I. The Opening Lead at No Trump; When Partner has Bid a Suit:

1. Lead own suit in preference to Partner's:

(*a*) With a solid suit (A K Q with one or more); lead King, then Queen.

(*b*) With a suit within one lead of establishment, and a re-entry.

(*c*) With A K Q or A K J (alone); lead King and then switch to Partner's suit.

(*d*) With A K J x x, or K Q 10 x x, or K Q J x x, without a re-entry, lead King and if it takes the trick, switch to Partner's suit.

(*e*) With a singleton of Partner's suit, or two small cards, lead own suit when holding a five-card suit as good as a Defensive Bid with sufficient re-entries.

(*f*) With a poor hand, or one with insufficient re-entries, lead Partner's suit, even with a singleton.

2. How to lead Partner's suit.

(*a*) Lead best card of Partner's suit, and follow on each succeeding round with next lower.

Exceptions: With three or more cards headed by a single honor higher than the ten, and with K J x, K 10 x, or Q 10 x, lead lowest card; or Fourth-Best. (Many authorities favor leading Fourth-Best of Partner's suit when holding four or more small cards.)

(*b*) If left hand Opponent has shown a trick in Partner's suit by the bidding, lead your best card, regardless of the combination.

(*c*) If Partner has bid two suits, lead the one which you can better assist; unless he has by the bidding shown one suit to be stronger.

II. The Opening Lead at No Trump; When Partner has not Bid a Suit:

1. Lead always your longest suit.

Exceptions: With A K Q x, A K J x, K Q J x, or K Q 10 x, lead King; and if it takes the trick switch to the longer and weaker suit.

2. With two suits of equal length, lead the stronger.

Exception: With A x x x and Q J x x, lead the latter, saving the former for a re-entry.

3. With two suits of equal length and strength, lead a Major suit in preference to a Minor.
4. With a Two-Suited hand, if you have bid one suit and Partner has not assisted, lead the other suit.
5. With three honors, lead one of the honors, in accordance with the table of leads (Lesson XXIV).

   Exceptions:

   (*a*) With A K 10 x x, lead Fourth-Best.

   (*b*) With A K 10 x x x (six in suit) and no re-entry, lead Fourth-Best.

   (*c*) With A Q 10 and others, lead Fourth-Best unless you have seven or more in the suit and a re-entry.
6. With two honors, lead Fourth-Best.

   Exceptions:

   (*a*) With a seven-card suit, lead the King from King-Queen.

   (*b*) With a seven-card suit, lead the King from Ace-King, when the hand has a sure re-entry.
7. Lead the top of intermediate sequences (A *J* 10, K *J* 10, K *10* 9 x, and Q *10* 9 x).

8. Lead the top of an irregular sequence (*K* Q 10 x, *Q* J 9 x, and *J* 10 8 x).
9. With all other combinations, lead Fourth-Best.

XXIV

TABLE OF OPENING LEADS: DECLARED TRUMP AND NO TRUMP

Whatever cards at your command,
There's just one lead in every hand.

I. Opening Leads—Declared Trump (Partner has not bid):

1. Lead Ace from:

(*a*) Ace-King alone (doubleton).

(*b*) All suits containing an Ace without the King.

2. Lead King from:

(*a*) A K Q with or without small cards. Lead King and follow with the Queen.

(*b*) A K J with or without small cards. Lead King and switch to another suit.

(*c*) A K with one or more small cards. Lead King and watch for a Card of Encouragement from Partner.

(*d*) K Q with or without small cards. Lead King and if it holds the trick, follow with lowest card.

3. Lead Queen from:
   (*a*) Q J 10 with or without small cards.
   (*b*) Q J 9 with or without small cards.
   (*c*) Q J with or without small cards.*

4. Lead Jack from:
   (*a*) K J 10 with or without small cards.
   (*b*) J 10 with or without small cards.*
   (*c*) J x (doubleton).

5. Lead Ten from:
   (*a*) K 10 9 x with or without others.
   (*b*) Q 10 9 x with or without others.
   (*c*) 10 x x (three only).
   (*d*) 10 x (doubleton).

From all other holdings of four or more cards, lead the lowest card of the suit; or Fourth-Best.

II. Opening Leads—No Trump (Partner has not bid):

1. Lead Ace from:
   (*a*) A K J in a suit of six or more.
   (*b*) A Q J and others with a re-

* Some authorities lead low from this combination.

entry. Lead Ace and follow with Queen.

(*c*) A Q 10 in a suit of seven or more with a re-entry.

2. Lead King from:

(*a*) A K Q and others. Lead King and follow with Queen.

(*b*) A K J in a suit of less than six.

(*c*) A K 10 in a suit of six with a re-entry.

(*d*) A K in a suit of seven or more with a re-entry.

(*e*) K Q J and others. Lead King and follow with Jack.

(*f*) K Q 10 and others.

(*g*) K Q in a suit of seven.

3. Lead Queen from:

(*a*) A Q J and others and no re-entry.

(*b*) Q J 10 and others.

(*c*) Q J 9 and others.

4. Lead Jack from:

(*a*) A J 10 and others (Intermediate Sequence).

(*b*) K J 10 and others (Intermediate Sequence).

(*c*) J 10 9 and others.

(*d*) J 10 8 and others (Irregular Sequence).

5. Lead Ten from:

(*a*) A K 10 9 { In a suit of less than six. / In a suit of six or more without a re-entry.

(*b*) A Q 10 9 { In a suit of less than seven. / In a suit of seven or more without a re-entry.

(*c*) A 10 9 x and others.

(*d*) K 10 9 and others.

(*e*) Q 10 9 and others.

With all other combinations lead the Fourth-Best card, counting down from the top.

XXV

THE ADVERSARIES' PLAY WHEN THERE IS A TRUMP

The cards will gladly tell you all,
If you'll but listen as they fall.

Try to take tricks with the lowest of cards in sequence, but lead the top.

I. Down and Out Echo:

On Partner's lead of a King, holding but two of the suit without an honor higher than the Jack, play the higher card first to show you can Trump the third round of the suit.

II. The Card of Encouragement:

On the Partner's lead of an Ace or King, play an unnecessarily high card (Seven or over if possible) when you desire your Partner to continue the suit.

III. Finessing:

Never finesse on Partner's low lead.

Exception: When holding the Ace and Jack, with King or Queen in Dummy, finesse the Jack.

IV. Upon Winning the First Trick:

1. Lead through guarded honors and tenace suits when Dummy is on the left.

Exception: Do not lead through a suit in Dummy so strong you will establish the suit for him.

Example: A Q J x x.

2. Lead up to a weak suit in Dummy when Dummy is on the right.
3. When returning Partner's suit, lead the higher of two remaining cards; or lead the lowest of three or more unless one is better than any in Dummy.

V. Forcing:

1. Force the Declarer's strong Trump hand, whenever possible, by leading established cards.

Exceptions:

(*a*) It is too late to force when Declarer has an established suit and can draw all the Trumps. Make all possible tricks at once.

(*b*) Hesitate to force when in order to do so you establish a trick for Declarer.

2. Never lead a suit that Declarer and Dummy can both Trump. It allows Trumping in one hand and discarding in the other.
3. It is frequently necessary to lead Trumps rather than let the weak Trump hand make a small Trump.

XXVI

THE ADVERSARIES' PLAY WHEN THERE IS NO TRUMP

Discard from suit you don't want led;
Reverse Discard shows strength instead.

I. Unblocking:

1. On Partner's lead of an Ace, play your highest card.

2. When Partner leads an honor:

   (*a*) Holding four or more of the suit: Echo by playing first the third lowest, followed by the second lowest, and keep the lowest card until the last round to unblock.

   (*b*) Holding three cards of the suit, at least one of them an honor: Play first the middle card, followed by the honor.

   (*c*) Holding two cards of the suit, one of them an honor: Play the honor first.

   (*d*) Holding two or three small cards of the suit, all below the ten: Play them up in normal order.

II. Finessing:

1. Never finesse on Partner's low lead when there is no honor in Dummy.
2. On Partner's low lead if Dummy has a guarded King or Queen, finesse third hand with Ace-Jack or Ace-Ten. Finesse with King-Ten, over Dummy's Queen, and with Ace-Nine over Dummy's King-Jack or King-Ten.

III. The Eleven Rule:

On Partner's Fourth-Best lead, deduct the spots on the card led from eleven and the result will tell the number of cards higher than the one led that are outside Leader's hand, that is, in Dummy, in Declarer's hand, and in Leader's Partner's hand. For example, if the card led is a Seven, subtract seven from eleven and find there are four cards higher than the Seven in the other three hands.

It is a Rule of Eleven because the cards run in value from two to fourteen. The Ace is not one, but fourteen. When the Fourth-Best card is led, the three cards above the card led in the Leader's hand are subtracted from fourteen, thus making eleven.

VALUE OF RULE OF ELEVEN

The Rule of Eleven is valuable because it

enables the Player to place the high cards in the suit and to take deep finesses not otherwise possible. It is of greater value because it enables the Player to gauge the length of the Leader's suit. For example, if a Two is led, the leader has only a four-card suit, or similarly if a Three is led with the Two in sight. It is also of value to detect irregular leads. For example, if an eight is led and there are in sight four cards above it, the lead is not fourth-best.

IV. Returning Partner's Lead:

On winning the first trick, return highest card of Partner's suit unless:

1. You have a suit of your own you feel sure is better; or
2. Dummy's holding is such as to make it unwise to lead up to it. Do not be afraid to lead back to winning cards in Dummy if it will eventually establish the suit for your Partner.

V. Discarding:

Discard the suit you do not want led. *Exceptions*:

1. Never unguard an honor that might stop the Opponent's suit. J x x or 10 x x x will often stop a suit. When forced to discard from your strong suit, dis-

card first a higher and then a lower card to ask for the suit (Reverse Discard). Any single discard as high as a seven is taken as a call for the suit. The discard of a seven followed by a higher card indicates a weak suit, while the discard of a three followed by a two indicates strength.

2. Beware of discarding all the cards of one suit. This is never justified except when you must protect other suits, since it exposes your Partner's hand.
3. When you keep but one card of your Partner's suit to lead, keep the lowest, in order not to spoil his possible tenace over Declarer.

VI. Adversaries' Defense against Declarer:

1. With a long unestablished suit and only one entry in Dummy, try to force out the entry before the Declarer can establish the suit.
2. When the Declarer is obviously trying to make an entry, try to prevent it by refusing to give up your commanding cards.
3. When Dummy's long suit has no entry, keep command of it if possible until the Declarer has none of the suit left to lead.

XXVII

THE PLAY OF THE DUMMY WHEN THERE IS A TRUMP

Lead trumps at once. At any rate
Have some good reason why you wait.

I. Lead Trumps:

1. When you have a good suit to establish.
   Example: Declarer holds: Spades A K Q x x (trumps), Hearts A, Diamonds Q 10 x x, Clubs A x x. Dummy holds: Spades x x x, Hearts x x, Diamonds K J x x x, Clubs x x x. Declarer should lead trumps three times. The Ace, King, and Queen of Spades and then the Queen of Diamonds, to establish that suit.
2. When you have general strength throughout the hand.
3. When there is danger of the Adversaries' making little trumps against you.
4. Always unless there is a definite reason why you should not do so.

Having exhausted Adversaries' trumps, try to establish the suit with the greatest number of cards in the two hands. Lead low from the weaker toward the stronger; but with high honors in each hand, play first the

winning cards from the hand that is shorter in the suit, to unblock.

When Adversaries' trumps are exhausted, it is sometimes advantageous to continue leading trumps, thus forcing Adversaries to discard and perhaps so weaken their hands as to promote unexpected tricks for you.

II. Do Not Lead Trumps:

1. When holding a trump combination from which it would not be advantageous to lead. (*Examples*: A Q or K J, etc.) If possible lead another suit and take a trick in Dummy so that the trump suit can be led from Dummy.
2. When holding losing cards in the strong trump hand, which you can trump in the weak trump hand. Do not force your strong trump hand except when necessary to get that hand into the lead. (*Example*: a Cross-Ruff.)
3. When you do not hold the Ace of trumps, and have losing cards which you can discard on winning cards in another suit.

   Example: Declarer holds: Spades A K Q x x, Hearts A x x, Diamonds K Q J x x, Clubs none. Dummy holds: Spades x x x, Hearts x x x x, Diamonds A x, Clubs A K x x. If the King of

Hearts is led, Declarer should take the first trick with the Ace and lead a low Diamond taking with the Ace. From Dummy lead Ace and the King of Clubs, discarding two losing Hearts, after which immediately lead with trumps.

4. When you have to finesse the trump suit and have losing cards which you can discard on winning cards in another suit.
5. When Dummy has won its first trick and may never get in again; lead at once any suit that it is important should be led from that hand.
6. When it is necessary to ruff out a long suit before leading trumps.
7. Be cautious about leading trumps when the Adversary has doubled and there is an established suit against you.

III. The Grand Coup:

The playing of a superfluous trump on Partner's winning card of another suit.

IV. Strategy:

Watch closely the Adversaries' game and take advantage of all peculiarities of bidding and play. Much information can be gained from the bidding as to which of the Adversaries holds strength in trumps.

XXVIII

THE PLAY OF THE DUMMY; THE CARD TO FINESSE

Do not attempt finessing when
You hold a suit of more than ten.

Finessing is:

1. An attempt to win a trick with a card that is not the best one held, nor in sequence with it.

   Example: See No. 1, 'Simple Ace-Queen Finesse.'

2. An attempt to force an opponent to take a trick with one high honor, to prepare for a finesse against another honor later.

   Example: See No. VI, 'The Double Finesse,' No. 2. Ace-Jack-Ten Finesse.

   Do not take any finesse when holding more than ten cards of a suit; but try the fake finesse when possible.

   Example: See No. VII, 'The Fake Finesse.'

I. Simple Ace-Queen Finesse:

Lead low from the hand without the Ace-Queen, and finesse the Queen.

II. The Combination Finesse:

1. With Ace-Queen-Jack-Ten divided between the two hands: Lead the highest card from the hand without the Ace; and if it is not covered, finesse.
2. Do not lead the Queen toward the Ace-Jack, or Jack toward the Ace-Queen, when not holding the Ten; unless holding nine or more cards of the suit in the two hands.
3. With A x x x in one hand and Q J x or Q x x x in the other: Lead low from the hand with the Ace toward the Queen. With A x x x in one hand, and Q 10 x in the other, lead low toward the Q 10 and finesse the Ten.
4. Never lead a single honor toward a single honor.

   Example: Holding Q x x in one hand and A x x x in the other, do not lead the Queen toward the Ace.

III. Ace-King-Jack Finesse:

1. Do not finesse Ace-King-Jack with nine or more cards in the suit.
2. Simple Ace-King-Jack finesse when held in two hands: With A x x in one hand and K J x in the other hand, take the first trick with the Ace, and finesse the Jack on the second round. Same

play with K x x in one hand, and A J x in the other.

3. Ace-King-Jack finesse when held in one hand: Defer finessing until second round of the suit. Adversaries' cards may place the missing honor.

IV. The Criss-Cross Finesse:

With A J 10 x in own hand, and K 9 x x in the Dummy, lead the Jack, and if not covered play the King and finesse on the return.

Example: See 'Radio Hand No. XII.'

V. The King-Jack-Ten Finesse:

Lead low toward King-Jack-Ten and finesse the Ten, hoping it will force the Ace. Later lead low and finesse the Jack.

VI. The Double Finesse:

1. Ace-Queen-Ten Finesse:

   (*a*) With eight cards in the suit, lead twice toward Ace-Queen-Ten, first finessing the Ten, then the Queen, if the King has not fallen.

   (*b*) With nine or ten cards in the suit, finesse the Queen and not the Ten.

2. Ace-Jack-Ten finesse: Lead low toward Ace-Jack-Ten and play the Ten, expecting to lose the trick. Later lead low and finesse the Jack.

3. With A J 10 in closed hand and only

one entry in Dummy, lead Jack, to coax Second Player to cover, thus making a tenace to finesse later.

4. With A x x x in closed hand and J 10 x with only one entry in Dummy, lead low toward the J 10, hoping Second Player will play an honor. Later lead the Jack and finesse.

VII. The Fake Finesse:

The lead of an honor toward a higher honor, apparently to finesse, hoping to coax Adversary to cover, but not intending to finesse if the lead is not covered.

XXIX

THE PLAY OF THE DUMMY; THE SUIT TO FINESSE

Before finessing count the cost
Of what would happen if you lost.

I. When Playing No Trump and Holding a Choice of Suits Which Can be Finessed in Either Hand:

1. Do not finesse into a hand which holds an established suit.
2. Do not finesse into a hand which can lead through a singly guarded honor.
3. When holding an established suit, lead it before attempting a finesse. The Adversaries' discards will usually assist in locating the missing honors.
4. When holding an unestablished suit, it is better to establish it before attempting a finesse in any other suit.

II. When Playing Declared Trump:

1. When considering a finesse in the trump suit, be cautious about finessing if there is danger of a ruff or a cross-ruff by Adversaries.
2. When in Dummy for the only time,

lead at once from that hand, any suit which needs to be finessed.

Example: Declarer holds Spades A K Q x x (trumps), Hearts x, Diamonds A Q 10 x, Clubs x x x, and Dummy holds Spades x x x, Hearts A x x x, Diamonds J x x, Clubs x x x. If the Heart is opened, take the first trick with Ace in Dummy and lead the Jack of Diamonds, and play low if it is not covered with the King.

III. When Considering a Finesse at No Trump or Declared Trump:

1. Do not take a finesse if game can be won without it, when loss of the finesse might cause loss of game.
2. When a finesse is needed to win game, do not hesitate to take it, even though loss of the finesse might cause loss of contract.
3. Having made sure of game and contract, it is sound play to take any finesse which might produce a slam.

IV. Avoiding a Finesse (End Plays):

1. When holding a tenace suit or a guarded honor, and you are unable to get into the right hand to lead up to it; or when, as indicated by the bidding or the discards, a finesse would be sure to

lose; try to put the proper Adversary in the lead, hoping to force him to lead the suit.

Example: Radio Hand No. III.

2. When playing a Declared Trump hand: After exhausting Adversaries' trumps and having one or more trumps left in each hand, try to eliminate all side suits except one in which you have a tenace or a guarded King; and then put in an Adversary and thus force a lead which must be the suit desired, or one which will permit trumping in one hand and discarding from the other. This is called 'The Elimination Play.'

Example: Radio Hand No. II.

V. The Obligatory Finesse:

When the best outstanding honor of a suit has been definitely placed in one Adversary's hand, and a lower honor not in sequence with it is not definitely placed, a finesse becomes obligatory whenever the cards are so placed that both tricks must be lost if the missing honor is in the same hand with the best honor.

Example: Dummy holds an established suit with no possible re-entry save a suit containing Queen-Ten-small. Declarer holds King and two small cards. He leads the

King and it holds the trick. He then leads low; Second Hand plays low. The Ace is then placed in Fourth Hand. If both Ace and Jack are there, they must both make. The only hope of getting one more trick in the suit is to find the Jack in the hand without the Ace. Finessing the Ten will then force the Ace and the re-entry in Dummy is made.

XXX

THE PLAY OF THE DUMMY WHEN THERE IS NO TRUMP

To set up suit is a mistake
You never can get in to make.

I. Choice of Suits:

1. Try to establish the suit that has the most cards in the two hands.
2. With two suits of equal length, play for the one which has the most cards in one hand.

   Exception: When there is danger of the Adversary establishing his suit first, play always for the suit more easily established.
3. Never play the winning cards from a suit so short it will make the Adversaries' small cards in the suit good.
4. Holding two suits of equal length and strength, play for the one exposed in Dummy. The Adversary may discard so as to make the concealed suit good.
5. Never try to establish a suit in a hand with no entries unless it can be led often enough from the other hand to make the suit.

II. Unblocking:

1. To unblock, play the high cards first from the hand that is shorter in the suit.

   Exception: Holding a suit with the Ace, King, Queen and Ten in the two hands, with two of the three highest honors in one hand, take the first trick in that hand. Whichever Adversary is void of the suit, it will thus be possible to finesse and catch the Jack. When there are nine cards in the two hands, this play is called 'Guarding Against Chicane.'
2. It is occasionally necessary to discard winning cards in order not to block the suit.

   Example: No Trump Play. Declarer holds: Spades A K Q, Clubs J 10 9 8 7. Dummy: No Spades, Clubs A K Q, and the other suits contain no taking cards. Declarer should lead the Ace, then the King, and then the Queen of Spades, discarding in turn the Queen, the King, and the Ace of Clubs, making Declarer's Clubs good.
3. When leading commanding cards from the hand that is longer in the suit, play next to the lowest of a three or four-card suit in the other hand, keeping the

smallest card until the last, to unblock.

III. Entries and Re-entries:

When you can win the first trick in either hand, stop a moment and decide which suit you are going to play for, what finesse you may have to take, and which hand will need the most entries.

1. Try to clear your long suit before giving up your card of re-entry. It is sometimes necessary to establish your re-entry before letting your Adversaries know which suit you are trying to make.
2. When your suit has four cards in each hand you can often make a double re-entry in either hand by leading intermediate cards.

   Example: Declarer holds K 8 7 2 in own hand and A Q 4 3 in Dummy. To make three entries in Dummy, Declarer should lead the Seven and take with Queen saving the Two to lead to the Four after the Opponents are exhausted of the suit.
3. When you may need to lead three times from one hand to finesse, and are short of re-entries, keep a small card in the long hand to play under.

   Example: Holding J 8 3 in one hand,

and A Q 10 9 2 in the other, lead the Jack, and if not covered play the Nine, in order to play the Two on Partner's Eight and so let him lead a third time.

IV. Deschapelles Coup:

Sacrificing a high card by leading it; or playing it to create a later re-entry for your Partner's hand.

XXXI

THE PLAY OF THE DUMMY WHEN THERE IS NO TRUMP

Hold up to stop a foe's long run
Till Partner of that foe has none.

I. Holding Up:

When holding, in both closed hand and Dummy, but one trick of the Adversaries' long suit, refuse to give up that trick until the Partner of the holder of the long suit has none left to lead.

Example: See Radio Hand No. IV.

II. Exceptions to Holding Up:

1. Do not Hold Up on one suit, when there is another suit of which you are still more afraid, to which the Adversaries might switch.
2. Do not Hold Up if, by the eleven rule, you learn that each Adversary has more of the suit than you, and that it would therefore be impossible to exhaust the Partner of the holder of the long suit.
3. Do not Hold Up if your own long suit must be finessed immediately into the hand of the Adversary holding the long

suit. If the Partner of the holder of the long suit will not have a chance to take a trick, there is no need of exhausting the hand.

4. Do not Hold Up unless necessary. If you can take all the tricks without Holding Up, do not sacrifice any tricks by doing so.
5. Do not Hold Up when it is possible to stop the suit a second time either in closed hand or Dummy.

   Exception: When taking the first trick will leave a guarded honor that could be led through and caught (as K Q x), it is often wiser to sacrifice a possible trick by Holding Up until the third round, especially when it is necessary to finesse into the hand that could lead through that honor.

III. The Bath Coup:

Holding Ace-Jack and at least one small card of Adversaries' suit, Fourth Hand, refuse to play the Ace when King is led. You are then sure of two tricks if he continues the suit. When King is played by Third Hand on his Partner's low lead, it is not the Bath Coup. Take the trick and try to keep that Adversary from getting in to lead through the Jack.

IV. Second Hand Plays:

1. On Adversary's lead of a low card, usually play low from Dummy.

   Exception: (*a*) With a singly guarded honor in Dummy, play it second hand unless you hold in your own hand: A card of equal value; or J x x; 10 x x x; or any two honors, one of which is the Ten.

   Exception: (*b*) When you see that Third Hand can tell by the Eleven Rule that the Leader's card will hold the trick, cover the card led with any intermediate card in Dummy, whenever Dummy has an honor you do not wish them to continue leading through.

   Exception: (*c*) With two honors in sequence, play one second hand, unless you can tell by the Eleven Rule that a smaller card will win the trick.

2. When you hold Fourchette over the card led, cover.

   (Fourchette—A combination of the card next higher and the card next lower than the one led.)

3. Cover an honor with an honor whenever it will establish a lower card for yourself or Dummy.

XXXII

THE PLAY OF THE DUMMY WHEN THERE IS NO TRUMP

Forego a trick in any suit
When Ducking yields you greater loot.

I. Ducking:

Ducking is deliberately failing to win the first trick of the suit you lead, in order to make more of the suit later.

1. When the hand with the long suit has no re-entry, lose what tricks you must in the suit while Partner's hand has a card of the suit still left to lead.

   (*a*) With A K x x x x and no card of re-entry: If the opposite hand has but two little cards of the suit, refuse to take the first trick, hoping that on the second lead, the Ace and King will draw all the remaining cards and you will make the rest of the suit.

   Example: See Radio Hand No. XIII.

   (*b*) With A x x x x in the hand with no re-entries and three small cards in the other hand: Duck the suit twice, refusing to play the Ace until the third round.

(*c*) With a long Ace-Queen suit in the hand with no re-entry, holding only two small cards of the suit in the other hand: Duck the first round of the suit, and on the second round finesse the Queen. If finesse is successful you may make the rest of the suit.

2. It is sometimes necessary to Duck a suit in order to keep the hand with an established suit from getting the lead.

II. Overtaking:

When you have but one re-entry for a suit and the cards are all in sequence, it is sometimes necessary to overtake your own trick in order to continue the lead and establish the suit.

III. Overtaking and Ducking:

When the original Leader opens Dummy's long suit it is sometimes necessary to overtake Dummy's trick and lead the suit back through the original Leader. If Dummy has no re-entry, refuse to take the second trick in order to lead a third time from your own hand.

Example: K 9 2 in your hand and A 10 8 7 6 5 in Dummy with no re-entry. Adversary leads the Three and Third Hand renounces. Overtake Dummy's Five with the King and

return the Nine. If Adversary plays the Jack, refuse to take the trick.

IV. The Obligatory Duck:

This is an arbitrary play which occurs when the cards of a suit must be in a certain position for you to win.

Example: K 8 7 6 3 in one hand and Q 5 4 in the other. Lead the Three and the Queen holds the trick. The Ace is therefore marked with the Second Player. On leading back if next Player plays the Ten, the hand with the Ace must either have it alone, or the Ace and Jack. If he has A J, he wins two tricks however you play. Therefore Duck the trick. Your only hope is that Fourth Hand has the Ace alone and will have to play it.

BRIDGE JINGLES

Just making what your contracts bring
Is not enough. The game's the thing.

All Bidding should be simply made;
To illustrate: 'No Bid'; 'One Spade.'

Quick Tricks are those which will be made
Whatever final Bid is played.

An Opening Bid in each location
Just gives your Partner information.

Correct initial bid predicts
You'll give your partner two Quick Tricks.

Bid One No Trump instead of Minor,
But Major suit is always finer.

With four Quick Tricks all snugly hid,
Don't fail to make an Op'ning Bid.

With Ace-King-Queen in suit of six,
Bid two at once. It shows six tricks.

Pre-emptive Major Bid is wrong
When other Major suit is strong.

Two-suited hands, as clear as day,
Were never meant for No Trump play.

Show four-card suits on Op'ning round;
To bid them later isn't sound.

To bid No Trump, however strong,
Without Opponents' suit is wrong.

With Minor Bid request is made
To bid No Trump or Heart or Spade.

Be sure to raise your Partner once,
With two sure tricks and three small trumps.

By normal strength in trumps we mean
Just three small cards or one with Queen.

With Minor suit strong in your hand
Your Partner's one No Trump should stand.
With Major, quite the other way;
Take Out, and hope the hand to play.

Double Informatorily
Suit bids of one, or two, or three.

Just One, not Two, No Trump can be
Doubled Informatorily.

When weak, take out, avoiding trouble,
Your Partner's Information Double.
When strong, you may leave in the Double;
That will not get you into trouble.

To overbid would be a shame
If neither side could win a game.

Should doubling lose for you the game
Just hang your head in humble shame.

'Tis only when your trumps are weak
That you're allowed to lead a sneak.

This simple rule you must obey—
Lead longest suit at No Trump play.

Whatever cards at your command,
There's just one lead in every hand.

The cards will gladly tell you all,
If you'll but listen as they fall.

Discard from suit you don't want led;
Reverse Discard shows strength instead.

Lead trumps at once. At any rate
Have some good reason why you wait.

Do not attempt finessing when
You hold a suit of more than ten.

Before finessing count the cost
Of what would happen if you lost.

To set up suit is a mistake
You never can get in to make.

Hold up to stop a foe's long run
Till Partner of that foe has none.

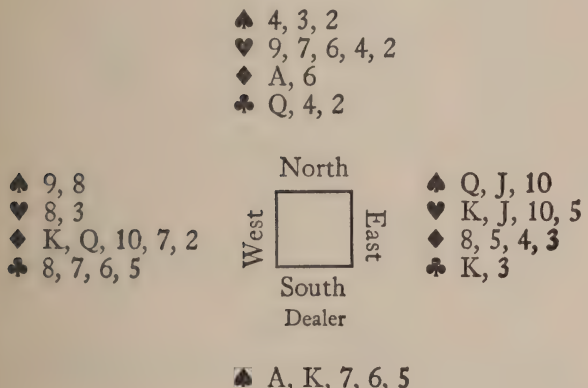
Forego a trick in any suit
When Ducking yields you greater loot.

RADIO BRIDGE

RADIO BRIDGE

THE following eighteen hands were broadcast by the author from Station WNAC, Boston, Massachusetts, on Saturday afternoons at four o'clock, beginning January 2, 1926. They were intended as a course of elementary instruction. Reprints of these lessons were given in the *Boston Evening Transcript* of the same dates.

RADIO HAND NO. I



The Bidding

South	*West*	*North*	*East*
1 Spade	No Bid	No Bid	No Bid

Declarer's Play

TRYING A FINESSE BEFORE LEADING TRUMPS

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	9 d	K d	A d*	3 d
2	A c*	5 c	Q c	K c
3	A s*	8 s	2 s	10 s
4	K s*	9 s	3 s	J s
5	J c*	6 c	2 c	3 c
6	10 c	7 c	4 c	Q s*
7	10 d	J d*	6 d	8 d
8	9 c	8 c	4 s*	4 d
9	Q h*	3 h	2 h	5 h
10	A h*	8 h	4 h	10 h
11	7 s*			
12	6 s*			
13	5 s*			

Declarer wins five odd and game.

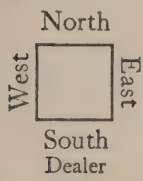
Comment

Trick 2. The Queen of Clubs is led for the combination finesse.

Trick 8. West leads a Club to coax Declarer to take with Nine in own hand. Declarer trumps good Club to lead Heart for finesse.

RADIO HAND NO. II

♠ 8, 7, 6, 3
♥ A, Q, 8
♦ 7, 6, 4
♣ A, K, Q



♠ 10, 9
♥ 7, 6, 5
♦ A, K, Q
♣ J, 8, 7, 6, 5

♠ Q, J
♥ K, J, 10, 9
♦ J, 10, 9, 8, 5
♣ 10, 9

♠ A, K, 5, 4, 2
♥ 4, 3, 2
♦ 3, 2
♣ 4, 3, 2

The Bidding

South	*West*	*North*	*East*
1 Spade	No Bid	No Bid	No Bid

Declarer's Play

ELIMINATION PLAY

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	2 d	Q d*	4 d	5 d
2	3 d	K d*	6 d	8 d
3	2 s*	A d	7 d	9 d
4	A s*	9 s	6 s	J s
5	K s*	10 s	7 s	Q s
6	2 c	5 c	Q c*	9 c
7	3 c	6 c	K c*	10 c
8	4 c	7 c	A c*	9 h
9	4 s*	8 c	3 s	10 d
10	2 h	5 h	8 h	10 h* ?

Declarer wins four odd and game.

Comment

Trick 4. The Six of trumps is played on Declarer's Ace, as Declarer would have no re-entry after the King of Spades is played.

Trick 5. The Seven of trumps is played for the same reason.

Tricks 6, 7, and 8. All suits except Hearts and trumps must be eliminated from Dummy.

Trick 9. Declarer leads Three of trumps to overtake with Four, in order to lead Hearts from own hand.

Trick 10. Declarer permits right-hand Adversary to take this Heart trick.

What can East now lead to get another trick? If he leads a Heart, Dummy makes both Ace and Queen; if he leads a Diamond, Declarer can trump in own hand and discard in Dummy or trump in Dummy and discard in own hand.

RADIO HAND NO. III

North
♠ A, Q, 3
♥ 10, 9, 3
♦ K, Q, J, 9
♣ 6, 5, 3

West
♠ J, 9, 8, 7, 5, 2
♥ 6, 2
♦ A, 6
♣ 10, 8, 2

East
♠ K, 4
♥ A, J, 8, 7, 5
♦ 7, 5, 2
♣ Q, J, 9

South (Dealer)
♠ 10, 6
♥ K, Q, 4
♦ 10, 8, 4, 3
♣ A, K, 7, 4

The Bidding

South	*West*	*North*	*East*
1 Club	No Bid	1 No Trump	No Bid
No Bid	No Bid		

Declarer's Play

PUTTING ADVERSARY IN TO LEAD TO TENACE

The Play

	South (Dummy)	*West*	*North* (Declarer)	*East*
1	4 h	2 h	10 h*	7 h
2	3 d	A d*	K d	2 d
3	Q h	6 h	3 h	A h*
4	K h*	2 s	9 h	5 h
5	10 d*	6 d	9 d	5 d
6	8 d	5 s	Q d*	7 d
7	4 d	2 c	J d*	8 h
8	K c*	8 c	3 c	9 c
9	A c*	10 c	5 c	J c
10	4 c	7 s	6 c	Q c*
11	7 c	8 s	3s	J h*
12			Q s*	4 s
13			A s*	K s

Declarer makes three odd and game.

Comment

Trick 1. Declarer does not play Queen from Dummy, as he knows by 'the Eleven Rule' that West has no Heart higher than the Seven. The four Hearts higher than the Seven are two in closed hand and two in Dummy.

Trick 7. East cannot afford to unguard either Spades or Clubs.

Trick 11. Declarer forces East to take this trick so that East must lead away from King and one small Spade.

RADIO HAND NO. IV

♠ K, 2
♥ 5, 4, 3, 2
♦ 8, 6
♣ K, Q, J, 8, 4

♠ A, 9, 3
♥ K, J, 9
♦ Q, J, 4, 2
♣ A, 9, 2

♠ Q, 8, 5
♥ A, Q, 8
♦ A, 10, 9, 7, 3
♣ 10, 3

♠ J, 10, 7, 6, 4
♥ 10, 7, 6
♦ K, 5
♣ 7, 6, 5

The Bidding

South	*West*	*North*	*East*
No Bid	1 No Trump	No Bid	No Bid
No Bid			

Declarer's Play

HOLDING UP AND NOT FINESSING INTO THE HAND WITH THE ESTABLISHED SUIT

The Play

	South	*West* (Declarer)	*North*	*East* (Dummy)
1	5 c	2 c	K c*	3 c
2	6 c	9 c	J c*	10 c
3	7 c	A c*	Q c	5 s
4	K d*	Q d	6 d	3 d
5	6 s	A s*	2 s	8 s
6	5 d	J d*	8 d	7 d
7	4 s	4 d	2 h	9 d*
8	6 h	2 d	3 h	A d*
9	7 h	3 s	4 h	10 d*
10	10 h	9 h	5 h	A h*
11	7 s	K h*	4 c	Q h
12	10 s	J h*	8 c	8 h
13		9 s	K s*	

Declarer wins three odd and game.

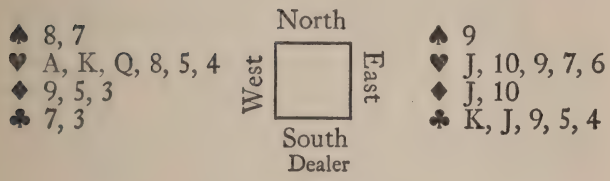
Comment

Tricks 1 and 2. Declarer holds up the Ace of Clubs hoping to exhaust the leader's partner of Clubs, as a finesse must be taken into South's hand.

Trick 5. Declarer refuses to take the Spade finesse into the hand with two established Clubs. Declarer sees game without risking the finesse.

RADIO HAND NO. V

♠ 6, 4, 3, 2
♥ 3, 2
♦ 7, 6, 4, 2
♣ A, Q, 10



♠ A, K, Q, J, 10, 5
♥ None
♦ A, K, Q, 8
♣ 8, 6, 2

The Bidding

South	*West*	*North*	*East*
3 Spades	No Bid	No Bid	No Bid

Declarer's Play

TRUMPING UNNECESSARILY HIGH FOR ELIMINATION PLAY

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	10 s*	K h	2 h	6 h
2	A s*	7 s	2 s	9 s
3	K s*	8 s	3 s	7 h
4	A d*	3 d	2 d	10 d
5	K d*	5 d	4 d	J d
6	Q d*	9 d	6 d	4 c
7	8 d*	4 h	7 d	5 c
8	5 s	5 h	6 s*	9 h
9	J s*	8 h	3 h	10 h
10	2 c	3 c	10 c	J c* ?

Declarer wins six odd—a Small Slam.

Comment

Trick 1. Declarer sees that in order to make an entry in Dummy to perfect the elimination on all suits except trumps and Clubs, he must save his Five of Spades so that the Six can overtake it on a later round.

Trick 8. Dummy uses his entry card.

Trick 9. Dummy's last Heart is eliminated.

Trick 10. Declarer plays the Ten, thus assuring himself a Small Slam.

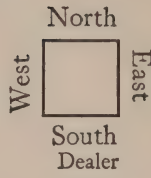
What can East lead at this point to win another trick? If he leads a Club, he leads up to Ace-Queen in Dummy; if another Heart, Declarer can discard in one hand and trump in the other. Declarer takes remaining tricks regardless of East's lead.

On Trick 10, if East plays a low card, Declarer will lead a low trump from Dummy, overtake in closed hand and lead Clubs again finessing the Queen. In this way he will make a Grand Slam, provided King and Jack of Clubs are both in West's hand.

RADIO HAND NO. VI

♠ Q, 10, 9
♥ 9, 3
♦ Q, J, 10, 8
♣ 9, 8, 7, 3

♠ A, J, 8, 7, 3, 2
♥ A, Q, 8, 7, 6, 5
♦ None
♣ K



♠ K
♥ K, J, 4, 2
♦ K, 6, 5, 4, 3
♣ Q, J, 10

♠ 6, 5, 4
♥ 10
♦ A, 9, 7, 2
♣ A, 6, 5, 4, 2

The Bidding

South	*West*	*North*	*East*
No Bid	1 Spade	No Bid	1 No Trump
No Bid	2 Hearts	No Bid	No Bid
No Bid			

Declarer's Play

RUFFING OUT A SUIT

The Play

	South	*West* (Declarer)	*North*	*East* (Dummy)
1	7 d	5 h*	Q d	3 d
2	10 h	A h*	3 h	2 h
3	4 s	Q h*	9 h	4 h
4	5 s	2 s	9 s	K s*
5	2 d	6 h*	8 d	4 d
6	6 s	A s*	10 s	5 d
7	6 c	3 s	Q s	J h*
8	9 d	7 h*	10 d	6 d
9	2 c	J s*	3 c	10 c
10	4 c	8 s*	7 c	J c
11	5 c	7 s*	8 c	Q c
12	A c	K c	9 c	K h*
13	A d	8 h*	J d	K d

Declarer wins seven odd—a Grand Slam.

Comment

Trick 1. Declarer does not cover the Queen of Diamonds with the King, as there is nothing to be made good by doing so.

Trick 4. Declarer does not lead the King of Clubs to establish Dummy's Queen and Jack, as he sees that Dummy's Clubs can be discarded on the established Spades and that later the King of Clubs can be trumped.

RADIO HAND NO. VII

North
♠ 9, 8, 7, 6
♥ Q, 8, 7, 2
♦ A, 5
♣ K, Q, 7

West
♠ 10
♥ 9, 6, 3
♦ 10, 9, 7, 6, 3
♣ 10, 9, 3, 2

East
♠ A, K, Q, J, 5
♥ 10
♦ K, Q, J, 8
♣ A, 8, 6

South (Dealer)
♠ 4, 3, 2
♥ A, K, J, 5, 4
♦ 4, 2
♣ J, 5, 4

The Bidding

South	*West*	*North*	*East*
1 Heart	No Bid	No Bid	1 Spade
No Bid	No Bid	2 Hearts	2 Spades
No Bid	No Bid	3 Hearts	3 Spades
No Bid	No Bid	No Bid	

Declarer's Play

ESTABLISHING A SUIT BEFORE LEADING TRUMPS AND DECLINING TO BE FORCED

The Play

	South	*West* (Dummy)	*North*	*East* (Declarer)
1	K h*	3 h	8 h	10 h
2	A h	6 h	2 h	5 s*
3	2 d	3 d	A d*	K d
4	4 h	9 h	Q h*	6 c
5	4 c	2 c	K c	A c*
6	2 s	10 s	6 s	A s*
7	3 s	3 c	7 s	K s*
8	4 s	9 c	8 s	Q s*
9	4 d	10 c	9 s	J s*
10	5 h	6 d	5 d	Q d*
11	J h	7 d	2 h	J d*
12	5 c	9 d*	7 c	8 d
13		10 c*		8 c

Declarer wins four odd and game

Comment

Trick 3. Declarer cannot lead trumps until the Diamond suit is established. One Adversary must have as many trumps as Declarer and the Ace of Diamonds must be removed from Adversary's hand before trumps can be led.

Trick 4. Declarer cannot afford to trump, as he would be left with only three trumps and one Adversary would have four. He, therefore, discards a losing card. Dummy can come to the rescue and trump any further lead of Hearts.

RADIO HAND NO. VIII

North
♠ A, K, Q, J
♥ K, 7
♦ K, 7, 3
♣ 10, 9, 8, 7

West
♠ 10, 9, 8, 4
♥ 5, 4, 3, 2
♦ 10, 8, 5, 4
♣ 3

East
♠ 7, 2
♥ A, Q, 8, 6
♦ A, Q, J, 9
♣ A, K, Q

South
Dealer
♠ 6, 5, 3
♥ J, 10, 9
♦ 6, 2
♣ J, 6, 5, 4, 2

The Bidding

South	*West*	*North*	*East*
No Bid	No Bid	1 Spade	Double 1 Spade
No Bid	2 Hearts	No Bid	No Bid
No Bid			

Declarer's Play

TRUMPING COMMANDING CARDS TO LEAD FOR FINESSE

The Play

	South	*West* (Declarer)	*North*	*East* (Dummy)
1	3 s	4 s	K s*	2 s
2	5 s	8 s	J s*	7 s
3	2 c	3 c	7 c	Q c*
4	4 c	2 h*	8 c	K c
5	9 h	3 h	7 h	Q h*
6	10 h	4 h	K h	A h*
7	5 c	5 h*	9 c	A c
8	2 d	10 d*	3 d	9 d
9	6 d	4 d	7 d	J d*
10	J h*	5 d	K d	A d
11	6 s	9 s	Q s	6 h*
12				Q d*
13				8 h*

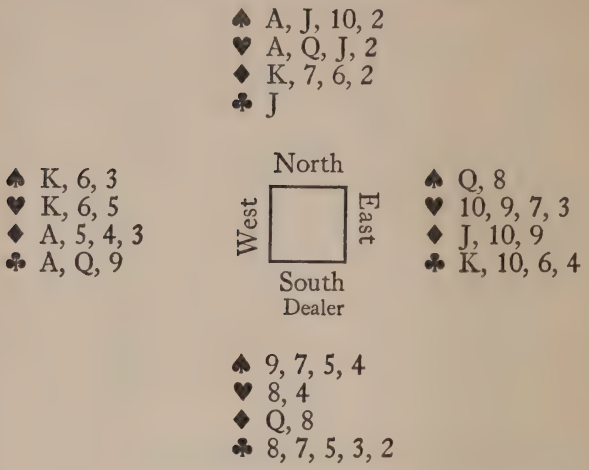
Declarer wins four odd and game.

Comment

Trick 4. Declarer trumps the good King of Clubs, in order to make entry in closed hand so that trumps can be led to Dummy's Ace-Queen.

Trick 7. Declarer trumps the good Ace of Clubs so that the Diamond suit can be led for combination finesse.

RADIO HAND NO. IX



The Bidding

South	*West*	*North*	*East*
No Bid	1 No Trump	Double	1 No Trump	No Bid
2 Spades	No Bid	No Bid		No Bid

Declarer's Play

THE DOUBLE FINESSE — RUFFING OUT SUIT BEFORE LEADING LAST TRUMPS

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	8 d	A d*	2 d	9 d
2	Q d*	5 d	6 d	10 d
3	4 s	3 s	10 s	Q s*
4	2 c	Q c*	J c	4 c
5	5 s*	4 d	7 d	J d
6	4 h	5 h	J h*	3 h
7	8 h	6 h	A h*	7 h
8	7 s*	K h	2 h	9 h
9	9 s	6 s	J s*	8 s
10	3 c	K s	A s*	6 c
11			Q h*	
12			K d*	
13			2 s*	

Declarer makes four odd and game.

Comment

Trick 3. Declarer leads to the Ace-Jack-Ten combination—the double finesse.

Trick 5. Declarer takes trick with trump in own hand, in order to lead Hearts for finesse. The Hearts must be ruffed and a Heart established while closed hand holds trumps.

Trick 9. Declarer completes the double finesse.

RADIO HAND NO. X

North
♠ 4, 3
♥ A, K, 3
♦ A, Q, 7, 4
♣ K, J, 7, 5

West
♠ Q, J, 10, 9, 8, 6
♥ Q, J, 10, 9, 8
♦ None
♣ 6, 4

East
♠ 7, 5
♥ 4, 2
♦ J, 9, 8, 5, 3, 2
♣ 9, 8, 2

South
Dealer
♠ A, K, 2
♥ 7, 6, 5
♦ K, 10, 6
♣ A, Q, 10, 3

The Bidding

South	*West*	*North*	*East*
1 No Trump	2 Spades	Double	2 Spades	No Bid
2 No Trump	No Bid	No Bid	No Bid

Exception to the Informatory Double. The only time an Informatory Double can be made after Partner has bid.

Declarer's Play

GUARDING AGAINST A CHICANE AND THE 'SQUEEZE' PLAY

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	5 h	Q h	K h*	2 h
2	A c*	4 c	5 c	2 c
3	3 c	6 c	K c*	8 c
4	Q c*	6 s	7 c	9 c
5	6 d	8 s	A d*	2 d
6	10 d*	8 h	4 d	5 d
7	K d*	9 s	7 d	3 d
8	10 c	9 h	J c*	5 s
9	6 h	?	Q d*	8 d
10				
11				
12				
13				

Declarer makes seven odd—a Grand Slam.

Comment

Trick 1. West leads the Queen of Hearts instead of the Spade because the Spades have been bid and Opponents overcalled No Trump, expecting the Spade to be opened. As the Heart suit is almost as good, it should be led.

Trick 5. Declarer leaves the Jack of Clubs in Dummy as a re-entry in order to make Diamonds. The first Diamond trick must be taken in Dummy, as West's two-suited hand marks him with weak Diamonds—not more than one. A finesse of the Ten can then be safely made on Trick 6.

Trick 9. Declarer forces West's hand to unguard Spades or Hearts giving Declarer the remaining tricks.

RADIO HAND NO. XI

Rubber Game

South	*West*	*North*	*East*
4 Hearts	4 Spades	5 Hearts	No Bid
No Bid	5 Spades	No Bid	No Bid
6 Hearts	Double	No Bid	No Bid
No Bid			

Declarer's and Adversary's Play

TRUMPING UNNECESSARILY HIGH FOR ELIMINATION PLAY — MAKING A CARD OF EXIT BY ADVERSARY

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	8 h*	K s	2 s	J s
2	9 h	3 s	J h*	7 h
3	10 h*	8 s	4 s	7 s
4	3 h	9 s	5 h*	2 c
5	Q h*	10 s	5 s	3 c
6	4 h	Q s	6 h*	4 c
7	K h*	A s	6 s	6 c
8	3 d	J d	Q d*	4 d
9	5 d	K d	A d*	8 d
10	6 d	2 d	7 d	9 d*
11	Q c	K c*	5 c	9 c
12	A c*	J c		
13	A h*			

Declarer takes eleven tricks. He is set one trick, doubled.

Comment

Trick 1. Declarer trumps with the Eight of Hearts, as it is necessary to retain the Three and the Four of Hearts so that Dummy's Five and Six of Spades can be used as re-entries on Tricks 4 and 6.

Trick 2. Nine of Hearts is led instead of the Three or Four for same reason.

Tricks 3, 5, 7. Elimination of Spades must be accomplished for end play.

Trick 8. Declarer leads Diamonds with the intention of finessing the Queen, immediately following with the Ace and returning small Diamond, thus throwing the doubling

hand in the lead with King of Diamonds, so that he will be forced to lead a Club to Declarer's Ace-Queen. This play would give Declarer his contract doubled. West, however, divines Declarer's plot and throws away the Jack of Diamonds (Trick 8) and the King of Diamonds (Trick 9), reserving the Two of Diamonds as a card of exit. His only hope is that his partner holds the Ten of Diamonds and will be in on the third Diamond round to lead the Club suit through Declarer. In this way West makes his King of Clubs.

RADIO HAND NO. XII

North
♠ Q, J, 10, 4
♥ Q, 10, 9, 2
♦ 4, 3
♣ K, 9, 5

West
♠ A, K, 3
♥ A, K, 8
♦ K, J, 9, 6
♣ 8, 7, 3

East
♠ 9, 8, 7
♥ J, 3
♦ A, 10, 8, 7
♣ A, Q, 4, 2

South
Dealer
♠ 6, 5, 2
♥ 7, 6, 5, 4
♦ Q, 5, 2
♣ J, 10, 6

The Bidding

South	*West*	*North*	*East*
No Bid	1 No Trump	No Bid	No Bid
No Bid			

Declarer's Play

THE CRISS-CROSS FINESSE — DUCKING AND THE 'SQUEEZE' PLAY

The Play

	South	*West* (Declarer)	*North*	*East* (Dummy)
1	2 s	K s*	Q s	7 s
2	2 d	J d	3 d	A d*
3	5 d	6 d	4 d	10 d*
4	Q d	K d*	2 h	8 d
5	5 s	9 d*	4 s	7 d
6	6 c	3 c	5 c	Q c*
7	10 c*	8 c	9 c	2 c
8	6 s	A s*	10 s	8 s
9	J c	7 c	K c	A c*
10	4 h	3 s	?	4 c*

Declarer wins six odd—a Small Slam.

Comment

Trick 2. Declarer leads the Jack of Diamonds, coaxing Second Hand to cover with the Queen if he holds it. When the Queen does not fall, Declarer assumes that it is in the Fourth Hand. He then covers his own Jack with the Ace in Dummy and leads the Ten of Diamonds to coax the Queen from Fourth Hand. The finesse is taken if the Queen does not fall.

Trick 7. Declarer returns the Two of Clubs, reserving the Ace until the third round, hoping to make the thirteenth Club.

Trick 10. Declarer 'squeezes' North's hand. If North discards his Queen of Spades, Dummy's Nine will make; if a low Heart, Declarer makes three Hearts in his own hand.

RADIO HAND NO. XIII

North
♠ J, 3
♥ 10, 9, 7
♦ 8, 2
♣ A, K, 8, 6, 5, 2

West
♠ Q, 10, 4, 2
♥ K, Q, 5, 2
♦ 10, 6, 3
♣ 9, 7

East
♠ K, 7, 5
♥ J, 6
♦ K, J, 9, 7, 5
♣ Q, J, 10

South (Dealer)
♠ A, 9, 8, 6
♥ A, 8, 4, 3
♦ A, Q, 4
♣ 4, 3

The Bidding

South	*West*	*North*	*East*
1 No Trump	No Bid	No Bid	No Bid

Declarer's Play

DUCKING AND TAKING FINESSE FOR GAME

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	A h*	2 h	7 h	J h
2	3 c	7 c	8 c	10 c*
3	3 h	Q h*	9 h	6 h
4	A s*	2 s	3 s	K s
5	4 c	9 c	K c*	J c
6	6 s	3 d	A c*	Q c
7	8 s	6 d	6 c*	5 s
8	4 h	5 h	5 c*	5 d
9	8 h	4 s	2 c*	7 d
10	Q d*	10 d	2 d	9 d
11	A d*	10 s	8 d	J d
12				
13				

Declarer wins three odd and game.

Comment

Trick 1. Declarer does not hold up the Ace of Hearts, as he can stop the suit later.

Trick 2. Declarer holds eight Clubs in both hands. There are five Clubs against him. If these are divided three and two, or two and three, Declarer must lose a trick while he holds a Club to lead to the Ace-King. This play—losing a trick to enable a player to make later tricks—is called 'Ducking.' The necessity of ducking arose from the fact that Dummy had no re-entry except in the Club suit.

Trick 10. Declarer must attempt the finesse. He has already won his contract and one more trick would not give him game. The only hope of game is to win the Diamond finesse.

RADIO HAND NO. XIV

North
♠ 9, 6
♥ 10, 2
♦ 10, 6, 2
♣ Q, J, 8, 6, 3, 2

West
♠ 5, 3, 2
♥ A, Q, 9, 5
♦ K, J, 9, 3
♣ 9, 4

East
♠ J, 10
♥ K, 8, 7, 6
♦ A, 8, 5, 4
♣ K, 7, 5

South (Dealer)
♠ A, K, Q, 8, 7, 4
♥ J, 4, 3
♦ Q, 7
♣ A, 10

The Bidding

South	*West*	*North*	*East*
1 Spade	No Bid	No Bid	No Bid

Adversary's Play

NOT SACRIFICING A HIGH CARD WHEN IT CAN BLOCK OPPONENT'S SUIT

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	10 c	9 c	2 c	5 c

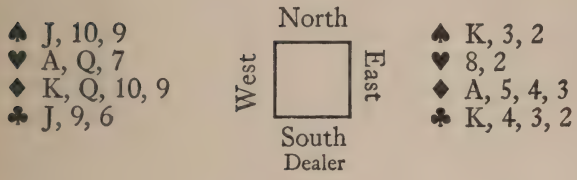
Declarer makes only two odd.

Comment

Trick 1. The lead of the Nine of Clubs shows nothing higher in suit, as it denies both Ace and Ten. East, therefore, can place both the high Clubs in Declarer's hand. He does not sacrifice his King of Clubs and permit the entire Club suit to make against him. If East plays his King of Clubs, Declarer makes a Small Slam.

RADIO HAND NO. XV

♠ 8, 7, 6, 5, 4
♥ 6, 5, 3
♦ J
♣ 10, 8, 7, 5



♠ A, Q
♥ K, J, 10, 9, 4
♦ 8, 7, 6, 2
♣ A, Q

The Bidding

South	*West*	*North*	*East*
1 Heart	No Bid	No Bid	No Bid

Adversary's Play

OVERTAKING A WINNING CARD IN PARTNER'S HAND TO LEAD TRUMPS TO PREVENT RUFFING

The Play

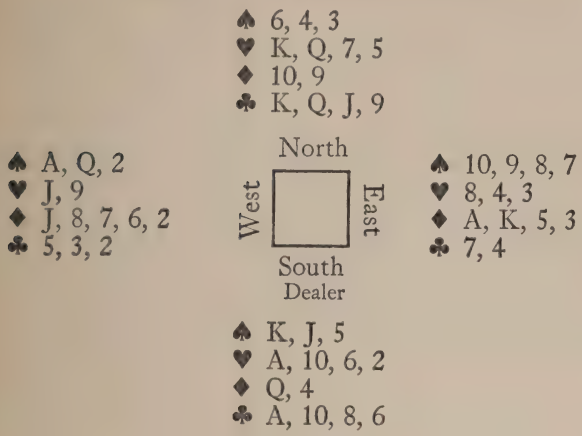
	South (Declarer)	*West*	*North* (Dummy)	*East*
1	2 d	K d	J d	A d*
2	9 h	Q h*	3 h	8 h
3	4 h	A h*	5 h	2 h
4	10 h*	7 h	6 h	3 d
5	6 d	9 d*	4 s	4 d
6	7 d	Q d*	5 s	5 d
7	8 d	10 d*	6 s	2 c
8	Q s*	J s	7 s	2 s
9	K h*			
10	J h*			
11	A s*			
12	A c*			
13	Q c			K c*

Declarer wins only six tricks.

Comment

Trick 1. East realizes that, as his Partner holds the Queen of Diamonds, he must overtake the King with the Ace in order to lead trumps up to the weak Dummy. Otherwise Declarer is able to ruff his losing Diamonds with Dummy's small trumps. Unless the Adversaries persist in the trump lead, Declarer wins his game.

RADIO HAND NO. XVI



The Bidding

South	*West*	*North*	*East*
1 No Trump	No Bid	No Bid	No Bid

Adversary's Play

FORCING PARTNER TO TAKE A TRICK IN ORDER TO LEAD TO TENACE

The Play

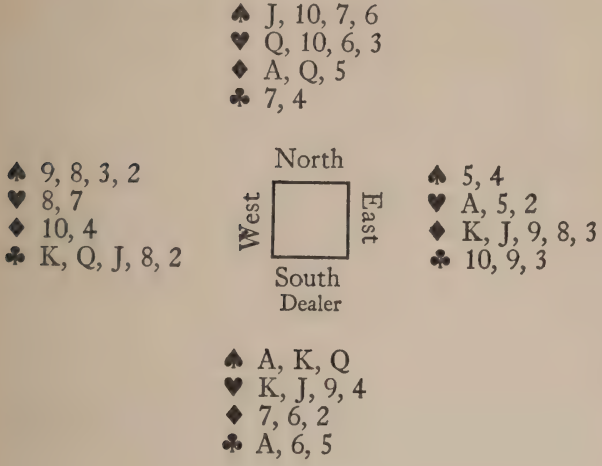
	South (Declarer)	*West*	*North* (Dummy)	*East*
1	4 d	6 d	9 d	K d*
2	Q d	7 d	10 d	A d*
3	6 c	8 d*	3 s	5 d
4	2 h	2 d	4 s	3 d*
5	J s	Q s*	6 s	10 s
6		J d*		
7		A s*		

Declarer wins only six tricks.

Comment

Trick 2. When South plays the Queen of Diamonds, West can read his Partner with the Three and Five of the suit. He, therefore, reserves his Two and plays the Seven on his Partner's Ace. His desire is to force his Partner to take a trick with his Five of Diamonds and, with no further Diamond to lead (Trick 5), compel Partner to lead to his Ace and Queen of Spades. In this way West and East defeat the contract by one trick.

RADIO HAND NO. XVII



The Bidding

South	*West*	*North*	*East*
1 No Trump	No Bid	No Bid	No Bid

Adversary's Play

ABANDONING SUIT WHICH CANNOT BE MADE—
SECOND HAND PLAY BY DECLARER

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	5 c	K c*	4 c	9 c
2	6 c	J c*	7 c	10 c
3	2 d	10 d	A d*	8 d
4	A s*	2 s	6 s	4 s
5	K s*	3 s	7 s	5 s
6	Q s*	8 s	10 s	2 h
7	K h	7 h	3 h	A h*
8				K d*
9				
10				
11				
12				
13				

Declarer wins three odd and game against any possible defense of Adversaries.

Comment

Tricks 1 and 2. Declarer holds up the Ace of Clubs on the two Club leads, hoping to exhaust East of the suit.

Trick 3. West does not continue the Club suit, as he has no re-entry to make the suit after it is established, and another lead would exhaust Partner. He hopes the Diamond lead will prove advantageous to his Partner. It is the only suit he can afford to lead through Dummy.

Declarer must play the Ace of Diamonds second hand or the Diamond suit can be established against him and the remaining cards in the suit made by East when he enters with the Ace of Hearts.

RADIO HAND NO. XVIII

♠ K, Q, 9, 4
♥ K, Q, 10, 8, 7
♦ K, 10, 2
♣ 4

♠ J, 5
♥ A, 4, 3
♦ A, 7, 6, 3
♣ 7, 5, 3, 2

The Bidding

South	*West*	*North*	*East*
No Bid	No Bid	1 Heart	2 Clubs
2 Hearts	3 Clubs	3 Hearts	No Bid
No Bid	No Bid		

Adversary's Play

OPENING BEST SUIT WHEN HOLDING FOUR TRUMPS

The Play

	South (Declarer)	*West*	*North* (Dummy)	*East*
1	2 c	10 c	4 c	A c*
2	3 c	K c	7 h*	Q c
3	A h*	J h	8 h	2 h
4	3 h	8 d	K h*	5 h
5	J s*	3 s	4 s	2 s
6	5 s	6 s	K s	A s*
7	5 c	6 c	10 h*	J c
8	7 c	7 s	Q s*	10 s
9	3 d	8 s	9 s	6 h*
10	6 d	J d	K d*	4 d
11	4 h	5 d	Q h*	9 h
12	A d*			
13		Q d*		

Declarer wins three odd, but does not get game.

Comment

Trick 1. East, as Adversary, does not open his singleton, because he holds four trumps. He opens his long suit regardless of its combination. The best defense is to try to establish the Club suit and possibly force Declarer to play one of his trumps while the leader still has four.

CONTRACT BRIDGE

CONTRACT BRIDGE

ALTHOUGH Contract Bridge is new to many card players of this country, it is not, in any sense, a new game. It has been played in England and on the Continent for years. There it is called Bridge 'Plafond,' and is played to the exclusion of other forms of Bridge. The Continental Count in Contract follows closely their Auction Count. This is akin to one that we discarded years ago. Their count for scoring in all forms of Bridge is: Clubs four, Diamonds six, Hearts eight, Spades nine, and No Trumps ten.

Those who have thoroughly learned their Auction Bridge—their Original Bids, Quick Trick Values, Take-outs, Denials, and so forth—can master Contract quickly and easily. Those who have been content with poor Auction Bridge are going to play Contract even worse.

The difference between the two games lies only in the scoring and the bidding. All the play remains the same. We have the same leads, finesses, 'coups,' and end plays. We are often forced to hunt deeply into the intricacies of the game to make good a contract which would be costly if it were lost. It will tend to improve the game of all those who play it with discretion.

I

PRELIMINARIES

On Tuesday evening, January 25, 1927, the Knickerbocker Whist Club of New York met to compile a scoring code for Contract Bridge. This code is herewith given.

LAWS OF CONTRACT AUCTION BRIDGE OF KNICKERBOCKER WHIST CLUB

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The Laws of Auction Bridge govern Contract Auction with the following amendments and exceptions:

Odd Trick Values

1. Odd Trick Values are the same as in regular Auction, viz.,

No trump	10
Spades	9
Hearts	8
Diamonds	7
Clubs	6

Doubling doubles these values; redoubling multiplies them by four, as in regular Auction.

2. When Declarer fulfills his contract, his side scores in the trick column only the number of odd tricks named in his contract (whether undoubled, doubled, or redoubled).

Tricks made in excess of his contract are scored in the honor column of his side. (See Law 9.)

Game

3. As in regular Auction, 30 points in the trick column are required for a game.

Game Bonus

4. The winner of any game, whether first, second, or third, scores a bonus of 200 points in the honor column.

Rubber Bonus

5. As in regular Auction, when one side has won two games, the rubber is completed. The side which has won two games scores a bonus of 300 points in its honor score in addition to the bonuses for each of the two games it has won.

Honor Values

6. The following honor values are scored. As in regular Auction, honor values are unaffected by doubling or redoubling.

At a trump declaration, four honors in one hand	100
At a trump declaration, five honors in one hand	150
At No Trump, four Aces in one hand	150

'Vulnerable' or Danger Zone

7. A side that has won a game on the rubber is said to be 'vulnerable.' When a vulnerable side assumes the contract, all penalty

and bonus points are increased. (See Laws 8 and 9.) A side having no game on the rubber is said to be 'invulnerable.' When both sides are vulnerable, penalty and bonus points are increased for both sides. (It is optional with players whether the vulnerable or 'danger zone' with its increase of penalty and bonus points shall be played.)

Bonus for Fulfilling Contract

8. When Declarer fulfills his contract, he scores a bonus in the honor column, as follows:

When invulnerable, if undoubled	0	points
When invulnerable, if doubled	50	"
When invulnerable, if redoubled	100	"
When vulnerable, if undoubled	0	points
When vulnerable, if doubled	100	"
When vulnerable, if redoubled	200	"

Bonus for Overtricks

9. For any tricks made in excess of this contract, the Declarer scores a bonus in the honor column, as follows:

When invulnerable, if undoubled, for each overtrick	50	points
When invulnerable, if doubled, for each overtrick	100	"
When invulnerable, if redoubled, for each overtrick	200	"
When vulnerable, if undoubled, for each overtrick	100	points
When vulnerable, if doubled, for each overtrick	200	"
When vulnerable, if redoubled, for each overtrick	400	"

Penalty for Undertricks

10. If Declarer fails to fulfill his contract, he scores nothing whatsoever except honors,

if held, and the opponents score for undertricks as follows:

If declarer is invulnerable,

If undoubled, for each undertrick	50 points
If doubled, for first three undertricks (each)	100 "
If doubled, for fourth undertrick	200 "
If doubled, for all subsequent undertricks (each)	400 "
If redoubled, for first three undertricks (each)	200 points
If redoubled, for fourth undertrick	400 "
If redoubled, for all subsequent undertricks (each)	800 "

If declarer is vulnerable,

If undoubled, for each undertrick	100 points
If doubled, for first three undertricks (each)	200 "
If doubled, for fourth undertrick	400 "
If doubled, for all subsequent undertricks (each)	800 "
If redoubled, for first three undertricks (each)	400 points
If redoubled, for fourth undertrick	800 "
If redoubled, for all subsequent undertricks (each)	1600 "

Slam Bonus

11. No bonus is allowed for a slam made but not bid. When a slam is bid and made, the Declarer scores a bonus as follows:

When invulnerable, for Little Slam	500 points
When invulnerable, for Grand Slam	1000 "
When vulnerable, for Little Slam	750 points
When vulnerable, for Grand Slam	1500 "

These bonuses are the same whether the contract is undoubled, doubled, or redoubled. When Little Slam is bid and Grand Slam made, there is no extra bonus over the bonuses for Little Slam and for extra trick. If a Grand Slam is bid and a Little Slam is made, there is no bonus for the Little Slam.

Revoke Penalty

12. The penalty for the first revoke is two tricks, as in regular Auction. The penalty for each subsequent revoke is 100 points in the adverse honor column.

Adopted January 25, 1927.

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There is another method of scoring which was very popular before the Knickerbocker Whist Club codified the laws, and which is still used to some extent by certain social sets who play for very high stakes and prefer a more extravagant score. This is known as 'The Vanderbilt Count,' and is not recommended for general adoption. This method differs from the Knickerbocker count in the following points:

Trick values for Contracts which are bid and made: Clubs 20, Diamonds 20, Hearts 30, Spades 30, No Trump 35.

Game: A total of 100 or more trick points.

For winning game: 200 honor points for each game.

For winning rubber: 500 honor points in addition to each game bonus.

All overtricks, undertricks and slams score the same as in the Knickerbocker count, except that the ratio is not increased after the third undertrick.

Revoke: Two tricks for each revoke in a different suit.

II

QUICK TRICK VALUES

The Quick Trick values remain the same as in Auction Bridge.

The Quick Trick Table should be thoroughly memorized, as it is indispensable in computing the trick-taking value of the hands in every position.

III

(*a*) The requirements for an Opening Suit Bid of one are greater than in Auction Bridge. An Opening Bid in first or second position requires at least two and one half Quick Tricks and a hand capable of developing five Probable Tricks in play.

Exception: See (*g*) and Two-Suited Hands, No. IX.

(*b*) When vulnerable a hand worthy of an Opening Bid in first or second position must contain at least three Quick Tricks and a hand capable of developing six Probable Tricks in *play*.

(*c*) The requirements for an Opening Suit Bid of one in third position are three Quick Tricks; that is, one half a Quick Trick more than is required in first or second position.

(*d*) When vulnerable a hand worthy of an Opening Bid in third position must contain at least three and one half Quick Tricks.

(*e*) The requirements for an Opening Suit Bid of one in fourth position are at least three and one half Quick Tricks and a hand which holds proper distribution to save game against any possible bid by Opponent.

(*f*) When vulnerable the requirements for an Opening Suit Bid of one in fourth position are at least four Quick Tricks.

(*g*) When invulnerable and Opponents are vulnerable, an Opening Bid in first, second, and third positions may be made on a hand which contains one quarter of a Quick Trick less than the regular requirements.

IV

MINIMUM OPENING SUIT BIDS OF ONE

The Minimum requirements for an Opening Bid of One by Dealer or Second Player for all suits are: At least two and one half Quick Tricks, and in all, the probability of five tricks, played with that specified suit as Trumps.

I. An Opening Bid of One, on a Suit of Five or More Cards (Major or Minor), by Dealer or Second Player:

Suit Bid	*Suit Valued*	*Outside Tricks Required in Other Suits*
A K x x x A Q J x x	2 Quick Tricks	½ Trick
A Q 10 x x A J 10 x x K Q J x x	1½ Quick Tricks	1 Quick Trick
A Q x x x K Q 10 x x	1¼ Quick Tricks	1¼ Quick Tricks
A 10 x x x A x x x x x K Q x x x	1 Quick Trick	1½ Quick Tricks

Third Hand Opening Bids require one-half a Quick Trick more than Dealer or Second Position.

Example: Spades A 10 x x x, Hearts A x x, Diamonds K x x, Clubs K x.

Fourth Hand Opening Bids require one and one-half to two Quick Tricks more than Dealer or Second Position, with distribution that will save game against any Bid of Opponents.

Example: Spades K Q x x x, Hearts A K x, Diamonds Q J x, Clubs K x.

An Opening Bid of one on a four-card suit by Dealer or Second Player requires three Quick Tricks and a hand capable of developing at least four Probable Tricks in play.

II. Opening Bids on four-card suits (Major or Minor) by Dealer or Second Player:

Group	*Suit Bid*	*Outside Strength Required*
1.	A K Q J A K Q 10	No Quick Tricks
2.	A K Q x A K J 10	½ Quick Trick
3.	A K x x A Q J x	1 Quick Trick
4.	A Q 10 x A J 10 x K Q J x	1½ Quick Tricks
5.	A Q x x K Q 10 x	1¾ Quick Tricks
6.	A J x x K Q x x	2 Quick Tricks

Groups 5 and 6 are primarily for hands which hold No Trump strength, but, owing to unfavorable distribution, or an insufficient number of guarded suits, the four-card suit bid is safer.

In choosing between No Trump and a four-card suit with less than three honors, bid No Trump unless the hand contains a singleton or is void a suit.

Example: Spades A Q x x, Hearts A Q x

x, Diamonds J x, Clubs A x x. Bid No Trump.

Holding a 4-4-4-1 distribution with three strong four-card suits, bid the lowest-valued suit. If Partner goes to No Trump, raise his bid; if Partner bids the weak suit, bid No Trump; and if Opponents bid the weak suit, make an Informatory Double.

Example: Spades A Q x x, Hearts A Q x x, Diamonds A K x x, Clubs x. Bid the Diamond.

In bidding weak four-card Major Suits at Contract, the danger is that Partner might jump the bid with only normal support.

V

THE OPENING NO TRUMP BID

1. One No Trump may not be bid on the same strength as is required in Auction Bridge. The tendency among players of experience is toward slightly more strength for Contract.

In Auction Bridge our guide for a No Trump Bid is the number of Aces, and we learn what to do with a hand holding four Aces, three Aces, two Aces, one Ace, and even no Ace.

In Contract the test is not so simple.

Many favor a definite count giving the following values to the face cards:

Each Ace counts..... 4
Each King counts..... 3
Each Queen counts..... 2
Each Jack counts 1

If the hand totals from thirteen to fifteen, it is a Bid of one. (When this method is employed at Auction Bridge, eleven or twelve is sufficient for a Bid.)

Example: Spades A 8 6 2 = 4
Hearts K Q 7 = 3 + 2 = 5
Diamonds K J 2 = 3 + 1 = 4
Clubs 7 3 2

Total 13

Always bear in mind that a sound Major suit of five or more cards is always bid in preference to No Trump. (*Exception*: All four Aces.)

The requirements for an Opening No Trump Bid in third or fourth position are greater than in first or second. No Trump may be bid in third or fourth position on hands which total to sixteen.

When vulnerable the requirements for a No Trump Bid in first or second position are a total of at least fourteen.

VI

DISTRIBUTION

The laws of Distribution are followed in Contract as carefully as in Auction Bridge. Full knowledge of the best distribution for No Trump Bids is very important in Contract.

VII

OPENING BIDS OF TWO

Opening Suit Bids of two in Contract are unlike the Opening Bids of two in Auction Bridge. The requirements for an Opening Bid of two are six or seven Probable Tricks. Two may be bid on suits of five or more cards.

Examples: Spades A K Q x x, Hearts x x x, Diamonds A K x, Clubs x x.

Spades A K Q x x x, Hearts x x x, Diamonds x x x, Clubs x.

Spades A K x x x x, Hearts A x x, Diamonds K Q x, Clubs, x x.

A Bid of two in a Minor suit shows six or more cards in the suit bid, and a hand with six, seven, or eight Probable Tricks.

Examples: Spades x x, Hearts A x x, Diamonds A K Q J x x, Clubs x x.

Spades x x, Hearts x, Diamonds A x x, Clubs A K Q x x x x.

Suit Bids of two are made for informatory purposes. They are not classified as 'Pre-emptive Bids.'

VIII

PRE-EMPTIVE BIDS

As in Auction Bridge all Bids of more than two of a Major suit, or more than three of a Minor suit, and more than one No Trump are called Pre-emptive Bids. In Contract the full extent of the hand is usually bid. The danger of starting a big hand with one is that it may not be overcalled by Opponents, and Partner, weak in the suit, may be unable to increase the Bid. Thus the Player is left in with the Bid of one and the game lost.

I. Pre-emptive Bids of Major Suits:

A Pre-emptive Bid of a Major suit does not deny support for the other Major suit, nor strength in both Minor suits.

A Bid of three in a Major suit shows a hand that can take eight Probable Tricks.

A Bid of four in a Major suit promises game with but slight help from Partner and no further Tricks toward a Slam.

II. Pre-emptive Bids of a Minor Suit:

A Bid of four in a Minor suit shows at least nine or ten Probable Tricks.

A Bid of five in a Minor suit promises game with but slight help from Partner with no further Tricks toward a Slam.

Examples: Spades A K x x x x x, Hearts x x x, Diamonds A x, Clubs x. Bid three Spades.

Spades A K Q J x x, Hearts x, Diamonds K Q J, Clubs A x x. Bid four Spades.

Spades x, Hearts x, Diamonds A K J 10 x x x, Clubs A K Q x. Bid five Diamonds.

All Bids of more than enough for game, unless pushed by the bidding, show hope for Slam.

III. Pre-empting Partner's Bid (called a Jump Assist):

When Partner bids one of a Major suit and Second Player bids or passes: Holding normal support in Partner's suit advance Partner's Bid as far as the hand will warrant.

When Partner makes a Bid of two or a Pre-emptive Bid in a Major suit and Second Player bids or passes: Advance Partner's Bid as far as the hand will warrant, regardless of the number of cards held in Partner's suit.

When Partner bids one or two of a Minor suit and Second Hand bids or passes: With no Betterment Bid possible advance Partner's Bid as far as the hand will warrant. This will keep the bidding open for a Secondary Bid from Partner.

When Partner makes a Pre-emptive Bid in a Minor suit, and Second Hand bids or passes: Advance his Bid as far as the hand will warrant, regardless of the number of cards held in Partner's suit.

When Partner bids five of a Minor suit: With one trick bid six.

TABLE OF JUMP ASSISTS—MAJOR SUITS

Partner bids one of a Major suit—
With 2 tricks bid 2
" 3 " " 3
" 4 " " 4

Partner bids two of a Major suit—
With 1½ tricks bid 3
" 2 " " 4
" 3 " " 5

Partner bids three of a Major suit—
With no trick or 1 trick bid 4
" 1½ or 2 tricks " 5

Partner bids four of a Major suit—
With 1 trick Pass
" 2 tricks bid 6

IV. Pre-emptive No Trump Bids:

1. Bid two No Trump on all hands that total from sixteen to twenty. (See No. V, Original No Trump Bids.)

   Examples: Spades A x x x, Hearts K Q x, Diamonds A Q x, Clubs Q x x.

   Spades K J x x, Hearts A J x, Diamonds K J x, Clubs A x x.

2. Bid three No Trump on all hands that total more than twenty and have strength in all four suits.

   Example: A K x, Hearts K J x, Diamonds A Q x, Clubs K J x x.

V. Pre-empting Partner's No Trump Bid:

Partner bids one No Trump—

With 1½ tricks bid 2
" 2½ " " 3
" 3½ " " 4

Partner bids two No Trump—

With 1 trick bid 3
" 2 tricks " 4
" 3 " " 5
" 4 " " 6

Partner bids three No Trump—

With 1 trick Pass
" 2 tricks bid 5
" 3 " " 6

Partner bids four No Trump—

With 1 trick bid the suit

Example: Spades Q x x, Hearts x x x x, Diamonds x x, Clubs A x x x. Bid five Clubs.

IX, X

Two-Suited Hands and Semi-Two-Suited Hands should be bid as in Auction Bridge.

Exception: Holding two Major suits, one four and one five-card suit, bid the five-card suit.

XI

DEFENSIVE BIDS

The rules governing Defensive Bids in Auction Bridge should be followed in Contract, with the exception that two Quick Tricks are required instead of one and one half. When the Opponents have made a Bid which is insufficient for game, do not overcall and give them a chance to bid to game, except when holding a hand which should produce game with slight help from Partner.

XII

BETTERMENT BIDS

For Betterment Bids, follow rules of Auction Bridge.

XIII

ASSISTING BIDS

A Player raises his Partner on exactly the same holding as in Auction Bridge, except that the hand should be bid to its full extent up to the point of game.

The table of Assisting Tricks should be followed. Also see "Jump Assists" No. VIII.

Partner makes a bid higher than the amount needed for game. This is always an indication that the Bidder, with slight assistance from Partner, hopes for a Slam. Holding a suit headed by an Ace bid the suit.

Example: Partner bids five Spades. Holding Spades x x, Hearts x, Diamonds A x x x x x, Clubs x x x x, bid six Diamonds.

XIV

DENIAL BIDS

All rules of Denial Bids are followed as in Auction Bridge.

XV

NO TRUMP TAKE-OUT BIDS

Partner bids No Trump and Second Hand passes.

All Take-Outs in Major or Minor suits show strength which will assist the No Trump if Partner returns to it.

Exception: Bid suits of seven or more cards however weak they may be and rebid if Partner bids two No Trump.

XVI, XVII, XVIII, XIX

INFORMATORY DOUBLES

Follow Informatory Doubles as in Auction Bridge.

XX

LATER BIDS—SLAM BIDDING

The high bonus rewards given for Slams, both Grand and Small, make the Slam Bidding very tempting. On the other hand, the penalties for unfulfilled contracts are very severe. Many more points will be lost rather than won by the frequent bidding of Slams. Among average players the Slam Bidding will prove a losing game.

There are hands, however, where a Slam can be safely bid by the careful elimination of the losing tricks in the two hands.

When trying for Slam, after Partner has shown a strong suit and has been assisted, bid any suit which will promise no losing tricks.

Bid on suits in which you are void.
" " " headed by Ace, King, Queen.
" " " with Ace, King alone.
" " " " Ace alone.

Making any bid on Opponent's suit promises no losing cards in that suit.

Bid Opponent's suit for Informatory purposes when a double would be read as business; that is, when Partner has already bid, or when Opponent's Bid is more than three.

Examples: After bidding one Diamond, Partner one No Trump, Opponent three Clubs: Holding Spades A K x x, Hearts K Q x x, Diamonds A K x x, Clubs x, bid four Clubs.

Opponent bids one Diamond, Partner passes, Third Hand bids six Diamonds: Holding Spades A K J 10 x x, Hearts A K Q 10 x x x, bid seven Diamonds. This is, in both cases, a command for Partner to bid.

It is a convention among many players that to bid exactly the amount required for game automatically closes the bidding and prevents any attempt for a Slam.

XXI

BUSINESS DOUBLE

The Business Double is a much stronger weapon in Contract than in Auction Bridge, owing to the increased Penalties, and the many risks taken by Declarer to win games and Slams. This increases the number of opportunities for making Free Doubles, and there are, consequently, many more Busi-

ness Doubles than in Auction Bridge.

The same rules govern the Business Double as in Auction Bridge, except that the bonuses are greater both for winning a double and for making a game. Before doubling count carefully the probable score which can be made.

The character of the Opponent is a greater factor in the Double in Contract than in Auction Bridge. Be cautious about doubling a strong, sound Opponent even on a Slam Bid, for the strength shown by a double may be the only information needed to win the contract.

XXII TO XXXIII

THE PLAY OF THE HANDS

All Play of the Hands in Contract is the same as in Auction Bridge, except where it is affected by the bidding.

COMMENTS

In Contract Bridge, with a sure game in a hand, it is very necessary to bid it. It is obvious that more than the amount required for game should not be bid, as all overtricks are worth fifty a trick. This is far more than any trick value below the line. If doubled or redoubled, each overtrick is worth still more. The only excuse, then, for contracting to

make more tricks than are required for game, unless forced by the bidding, is the hope of a Slam.

It is an erroneous idea that all hands must be bid as high as game. On the contrary, high scores are made by getting a few points on the score toward game, plus the bonus rewards, with the hope of making the few points needed to complete game on a later hand, with added bonuses. This method of bidding puts the game on a sound, normal, and scientific basis. The novice at the game is urged to begin slowly, groping his way cautiously, and then push on more boldly as he begins to see light.

THE LAWS OF AUCTION BRIDGE

THE LAWS OF AUCTION BRIDGE

Players

1. The game of Auction Bridge is played by four persons: two play as partners against the other two, each pair constituting a side.

Cards

2. (*a*) Two packs of playing cards with different backs are used.

(*b*) A correct pack contains fifty-two cards divided into four suits of thirteen cards, one card of each denomination to a suit.

(*c*) A perfect pack is one in which no card is torn, soiled, or otherwise so marked that it may be identified from its back.

(*d*) Any player may demand two new packs to replace correct and perfect packs, provided he do so at the end of a hand and before the ensuing cut. The opponents of the player demanding them shall have the choice of packs, unless the demand be made at the beginning of a rubber, in which case the dealer has the choice.

Rank of Cards

3. The cards of a suit rank: Ace (high-

est), King, Queen, Jack, 10, 9, 8, 7, 6, 5, 4, 3, 2 (lowest).

Rank of Suits in Drawing

4. In the draw, as between cards of equal rank, the suits rank: Spades (highest), Hearts, Diamonds, Clubs (lowest). High wins.

The Draw

5. For the purposes of the draw, a shuffled pack shall be spread face down on the table. Each player draws by lifting a card from the spread pack and showing its face. If a player show more than one card, or one of the four cards at either end of the pack, it is a misdraw by that player and he must draw again.

Forming Tables

6. (*a*) A complete table consists of six members. In forming a table, candidates who have not played rank first and in the order in which they entered the room. Candidates who have played, but are not members of an existing table, rank next. Candidates of equal standing decide priority by the draw; high wins.

(*b*) Before the beginning of a rubber, a candidate may enter any incomplete table by announcing his desire to do so. Such announcements, in the order made, entitle candidates to places as vacancies occur.

Members Leaving a Table

7. If a member leave a table, he forfeits all his rights at said table, unless he leaves to make up a table that cannot be formed without him and, when leaving, announces his intention of returning when his place at the new table can be filled: in which case his place at the table he left must be reserved for him. When a member leaves a table to make up a new table which cannot be formed without him, and does not claim the right to retain his membership in the old table, he shall be the last to draw out of the new table. When two members leave a table pursuant to this law, the law applies to both.

Players Leaving a Table

8. (*a*) A player leaving a table may, with the consent of the other three players, appoint a substitute to play in his absence. Such appointment becomes void upon return of said player, or upon conclusion of the rubber; in any case, the substitute, when released, regains all his previous rights.

(*b*) A player who breaks up a table by withdrawing from a table of four at the end of a rubber; or who, after availing himself of the privileges of paragraph (*a*), fails to return before the end of the rubber, cannot claim entry elsewhere as against the other three players from that table.

Drawing for Partners and Deal

9. (*a*) A table having been formed, the members draw. He who draws highest becomes the first dealer and has choice of packs and seats; he may consult his partner before choosing, but, having chosen, must abide by his decision. He who draws second highest is dealer's partner and sits opposite him. The third highest has choice of the two remaining seats; fourth highest takes the vacant one. The members, if any, who draw lower than fourth, remain members of the table but do not play in the current rubber.

(*b*) If, at the end of a rubber, a table consist of five or six members, those who have played the greatest number of consecutive rubbers are the first to lose their places as players, but do not lose their standing as members. The draw decides between players of equal standing.

(*c*) At the beginning of every rubber, the players draw for partners and for choice of seats and packs.

The Shuffle

10. (*a*) After the players are seated at the beginning of a rubber, the player on the dealer's left shuffles the pack which dealer has chosen. All players have the right to shuffle, dealer having the right to shuffle last.

(*b*) During each deal the still pack is shuffled by dealer's partner, who then places it face down at his right (at the left of the next dealer).

(*c*) The pack must be shuffled thoroughly in view of all the players, but not so as to expose the face of any card.

(*d*) If any provision of this law be violated, any player, before the deal starts, may demand a new shuffle.

Hand

11. A hand begins with the cut and ends when the last card is played to the thirteenth trick; or when any or all of the remaining tricks have been conceded by either side.

The Cut

12. (*a*) Dealer, immediately before the deal, places the pack before his right hand opponent, who lifts off the top portion and places it beside the bottom portion toward dealer, who then places the bottom portion on top. This constitutes the cut.

(*b*) If the cut leave fewer than four cards in the top or bottom portion; or any card be faced or displaced; or there be any doubt as to where the pack was divided, or as to which was the top and which was the bottom portion; or any but the proper player cut; or

any but dealer complete the cut; or any player shuffle after the cut, a new shuffle and a new cut may be demanded by any player.

The Deal

13. (*a*) The deal begins after the cut, and ends when the last card has been placed in turn in front of the dealer. Dealer distributes the cards one at a time, face down: the first card to the player on his left, and so on until all fifty-two cards are dealt, the last one to dealer.

(*b*) Except at the beginning of a rubber, the player to deal is the one on the left of the last previous dealer.

Cards Touched During Deal

14. If any player, except dealer, touch a card during the deal and thereby cause a card to be faced, making a new deal compulsory, the side opposed to the offender may add fifty points to its honor score.

New Deal
(Compulsory)

15. I. There must be a new deal by the same dealer with the same pack:

(*a*) If the cards be not dealt to the proper players into four distinct packets of thirteen cards each.

(*b*) If, during the deal, any card be found faced in the pack, or be exposed on, above, or below the table.

(*c*) If, before play begins, it be discovered that more than thirteen cards were dealt to any player.

(*d*) If, during the hand, one player hold more than the proper number of cards and another less.

II. There must be a new deal by the same dealer with a correct pack if, during the hand, the pack be proved incorrect. The current hand is void, but all previous scores stand. The pack is not incorrect on account of a missing card if found in the still pack, among the tricks, below the table, or in any place which makes it possible that such card was part of the pack during the deal. Any player may search for it; if it be not found, there must be a new deal by the same dealer with a correct pack.

New Deal
(Optional)

16. During the deal, any player who has not looked at any of his cards may demand a new deal:

(*a*) If the wrong player deal; if the dealer omit the cut, or deal with the wrong pack.

(*b*) If the pack be imperfect.

In (*a*), the new deal is by the proper dealer with his own pack; in (*b*), by the same dealer with a perfect pack. If no legal demand for a new deal be made under this law before the end of the deal, it stands and the player on the left deals next with the still pack.

The Auction

17. (*a*) The auction begins when the deal ends, and ends after a declaration that three players in proper succession have passed. The first legal act of the auction is a bid or pass by the dealer. Thereafter, each player in turn to the left must pass; bid, if no bid have been made; make a higher bid, if a bid have been made previously; double the last bid made by an opponent, or redouble an opponent's double, provided no bid has intervened. Each pass, bid, double or redouble is a declaration.

(*b*) When all four players pass, no bid having been made, the hand is abandoned and the next dealer deals the still pack.

Bid

18. A bid is made by specifying any number from one (1) to seven (7) inclusive, together with the name of a suit or No Trump, thereby offering to contract that with such suit as trump, or with No Trump, the bidder

will win at least the specified number of odd tricks.

Rank of Bids

19. A bid of a greater number of odd tricks ranks higher than a bid of a less number. When two bids are of the same number, they rank: No Trump (highest), Spades, Hearts, Diamonds, Clubs (lowest).

Insufficient Bid

20. (*a*) A bid, unless it be the first bid of the hand, is insufficient if it be not higher than the last previous bid.

(*b*) A player having made an insufficient bid, may correct it without penalty if he do so before another player has called attention to the insufficiency, or has declared; in which case an insufficient suit-bid must be made sufficient in the same suit; an insufficient No Trump bid, in No Trump.

(*c*) If the player on the left of the insufficient bidder declare before attention has been called to the insufficiency, the insufficient bid stands and is treated as if sufficient.

(*d*) If any player, other than the insufficient bidder, call attention to the insufficiency before the insufficient bidder has corrected his bid and before the next player has declared, the bidder must make his bid

sufficient and his partner is barred from further participation in the auction. In such case, the bid may be made sufficient by substituting any higher bid in any suit or No Trump.

Impossible Bid

21. If a player bid more than seven, the bid is void, the offender and his partner are barred from further participation in the auction, and either opponent may:

(*a*) Demand a new deal.

(*b*) Require the declaration to be played by the offending side at seven (undoubled or doubled).

(*c*) Direct that the auction revert to the last legitimate declaration and be continued by his side from that point.

Bid or Double Out of Turn

22. An out-of-turn bid is void, unless the opponent on the left of the offender declares before either the in-turn bidder declares, or before any player calls attention to the offense.

When the out-of-turn bid is void, the auction proceeds from the declaration of the proper bidder, and the partner of the offender is barred from further participation in the auction; but the offender may declare

thereafter in his proper turn. When the partner of the offender is the in-turn bidder, such turn passes to the next bidder.

When the opponent on the left declares before the in-turn bidder, and before attention is called to the out-of-turn bid, the auction continues from that declaration and there is no penalty.

A double or redouble out of turn is subject to the same provisions and penalties as a bid out of turn, except when it is the partner's turn to declare, for which Law 26 (*g*) provides.

Pass

23. When, in his proper turn in the auction, a player does not bid, double or redouble, he must pass; he should do so by saying "Pass" or "No Bid," and the turn to declare is thereby transferred to the next player on the left, unless such pass ends the auction.

Pass Out of Turn

24. (*a*) If no bid have been made:

A pass out of turn is void; the proper player declares, and the offender may not bid, double, or redouble until the first bid has been overbid or doubled.

(*b*) If a bid have been made:

A pass out of turn is void; the proper

player declares, and the offender may not bid or double until the declaration he passed is overbid or doubled.

In either (*a*) or (*b*): if the player at the left of the offender declare before attention is called to the offense, the pass becomes regular, the auction proceeds, and the offender may declare in turn.

In either (*a*) or (*b*): if it be the turn to declare of the player on the right of the offender, a declaration by the in-turn player made before his partner declares, is regular and calls attention to the offense.

Doubles and Redoubles

25. During the auction and in proper turn, a player may double the last previous bid, if made by an opponent, or redouble an opponent's double. A double doubles the trick value of the last previous bid; a redouble multiplies by four the trick value. Doubling or redoubling does not change bidding values, nor values of honors or slams. A bid which has been redoubled may not again be doubled or redoubled.

A double of an opponent's double is a redouble; a redouble of an opponent's bid is a double.

Illegal Declarations

26. (*a*) A double or redouble, made be-

fore a bid has been made, is a double or redouble out of turn, for which Law 22 provides the penalty.

(*b*) If a player bid, double or redouble, when barred from so doing, either opponent may decide whether or not such bid, double or redouble shall stand; and, in any such case, both the offending player and his partner must thereafter pass.

(*c*) A bid, double or redouble, made after the auction is ended, is void. It is not penalized if made by Declarer or his partner, but if made by an adversary, Declarer may call a lead from the partner of the offender the first time it is the turn of said partner to lead.

(*d*) A pass made after the auction is ended, is void: no penalty.

(*e*) A double or redouble of a redouble is void, and either opponent of the offender may demand a new deal, or add one hundred points to the honor score of his side.

(*f*) A double of a partner's bid, or a redouble of a partner's double is void. Penalty: the opposing side may add fifty points to its honor score.

(*g*) If a player double or redouble when it is his partner's turn to declare, the opponents may consult before declaring further, and elect:

(1) To call the bid made before the offense the final bid.

(2) To call the doubled or redoubled bid the final bid.

(3) To demand a new deal.

(*h*) A player is not required to name the bid he is doubling or redoubling, but if he do so and name any bid other than the one he might legally double or redouble, his declaration is void; he must declare again, and his partner is barred from further participation in the auction.

Changing Declaration

27. A player who inadvertently says "No Bid" when meaning to say "No Trump," or *vice versa;* or who inadvertently names one suit when meaning to name another, may correct his mistake before the next player declares.

A change in the number of odd tricks bid (except to make a bid sufficient), or from Pass to any bid, may not be made.

By "inadvertently" is meant a slip of the tongue, not a change of mind.

Except as above provided, a player may not change his declaration: and if he attempt to do so, the second declaration is void and may be penalized as a bid out of turn.

Cards Exposed During the Auction

28. If, during the auction, a player lead or expose a card, it must be left face up on the table: and if it be a Ten or higher card, the partner of the offender is barred from further participation in the auction.

If the offender become Declarer or Dummy, the card is no longer exposed; but if the offender become an adversary, the card, regardless of its rank, remains exposed until played.

If the player at the left of the offender become Declarer he may, before the Dummy is exposed, prohibit the partner of the offender from leading the suit of the exposed card. When two or more cards are exposed by the same player, all are subject to the provisions of this law; but the Declarer may not forbid the lead of more than three suits.

The Contract

29. At the end of the auction the highest bid becomes the contract. The partners who secure the contract undertake to win at least six tricks (the book), plus the number of tricks named in the contract.

The partners who secure the contract become respectively Declarer and Dummy. The player who first, for his side, named the suit or No Trump of the contract, becomes

Declarer; his partner, Dummy. The partners who do not secure the contract become the adversaries: the one on Declarer's left hereinafter termed Senior; the one on Declarer's right hereinafter termed Junior.

The Dummy

30. (*a*) After the end of the auction, the play begins, and continues until the last card is played to the thirteenth trick. Senior leads; Dummy places his cards face up on the table and Declarer plays Dummy's cards in addition to playing his own.

(*b*) During the play, Dummy may not:

(1) Warn Declarer that he is about to lead from the wrong hand, nor tell him which hand has the lead. Penalty: either adversary may name the hand from which the lead shall be made.

(2) Suggest a lead or play by touching or naming a card, or otherwise. Penalty: either adversary may direct that Declarer make such lead or play such card (if legal) or refrain from doing so.

(*c*) Except as provided in (*b*), Dummy has all the rights of a player, unless he intentionally sees the face of a card held by Declarer or either adversary.

(*d*) If Dummy have intentionally seen

any such card, he may not call Declarer's attention to:

(1) Any legal right. Penalty: forfeiture of such right.

(2) A card exposed by an adversary. Penalty: the card is no longer exposed.

(3) An adverse lead out of turn. Penalty: the adversaries, after consultation, may decide which of them shall lead.

(4) An adverse revoke. Penalty: the revoke may not be claimed.

(5) The fact that he has refused a suit by asking whether he have any or none of it. Penalty: Declarer may not change his play and is liable for any revoke resulting therefrom.

Lead and Play

31. When a player places a card face up on the table, his act is a play. The first play to a trick is a lead.

A lead or play is completed:

(*a*) By an adversary, when the card is so placed or held that his partner sees its face.

(*b*) By Declarer, when the card is quitted face up on the table.

(*c*) By Dummy, when Declarer touches or names the card. If, in touching a card, Declarer say "I arrange," or words to that effect; or if he be manifestly pushing one or

more cards aside to reach the one desired, touching the card does not constitute a lead or play.

Cards Exposed During Play

32. During the play the following are exposed cards:

(*a*) When two or more cards are led or played simultaneously, the offender may designate which one is led or played, and the others are exposed, except any one so covered that its face is completely concealed.

(*b*) A card dropped face upward on the table, even if picked up so quickly that it cannot be named.

(*c*) A card dropped elsewhere than on the table, if the partner sees its face.

(*d*) A card so held by a player that his partner sees any portion of its face.

(*e*) A card mentioned by either adversary as being in his own or in his partner's hand.

(*f*) If an adversary who has played to the twelfth trick, show his thirteenth card before his partner plays his twelfth, the partner's two cards are exposed.

(*g*) If an adversary throw his cards face up on the table, they are exposed, unless such act follows a claim by Declarer of a certain number, or the rest of the tricks.

(*h*) A card designated by any law as "exposed."

Penalty for Exposed Cards

33. (*a*) There is no penalty for a card exposed by Declarer or Dummy.

(*b*) A card exposed by an adversary must be left face up on the table and Declarer may call it (*i. e.*, require its owner to lead or play it) whenever it is the owner's turn to lead or play, unless playing it would cause a revoke.

(*c*) Declarer may not prohibit the lead or play of an exposed card, and its owner may lead or play it whenever he can legally do so: but until played, Declarer may call it any number of times.

Leads Out of Turn and Cards Played in Error

34. (*a*) After the auction ends and before Senior leads, should Junior lead or expose a card, Declarer may treat it as exposed, or require Senior (the proper leader) to lead a card of a suit named by Declarer. Dummy may call attention to the offense; but should Declarer and Dummy consult regarding the penalty, it is canceled. Should Dummy show any of his cards before the penalty is selected, Declarer may call the exposed card, but may not call a lead.

If an adversary lead out of turn during the play, Declarer may call the lead of a suit as soon as it is the turn of either adversary to lead, or may treat the card so led as exposed.

(*b*) Should the adversaries lead simultaneously, the correct lead stands and the other is an exposed card.

(*c*) Should Declarer lead out of turn either from his own hand or Dummy, such lead shall stand, unless an adversary call attention to the error before he or his partner plays. When attention is called to the error in time, Declarer must lead from the proper hand; and, if that hand have a card of the suit led from the wrong hand, he must lead that suit.

(*d*) Should any player (including Dummy) lead out of turn, and next hand play, the lead stands as regular. If an adversary lead out of turn, and Declarer play next, either from his own hand or Dummy, the adverse lead stands as regular.

(*e*) Should an adversary who has played a card which is a winner as against Declarer and Dummy, lead another or several such winning cards without waiting for his partner to play, Declarer may require said adversary's partner to win, if he can, the first or any of these tricks, after which the remaining card or cards thus led are exposed.

(*f*) After a lead by Declarer or Dummy, should Fourth player play before Second, Declarer may require Second player to play his highest or lowest card of the suit led, or

to win or lose the trick. If he have none of the suit led, Declarer may call his highest of any designated suit; if he hold none of the suit called, the penalty is paid.

(*g*) Should Declarer lead from his own hand or Dummy, and play from the other hand before either adversary plays, either adversary may play before the other without penalty.

(*h*) If a player (not Dummy) omit playing to a trick and then play to a subsequent trick, Declarer or either adversary (as the case may be) may demand a new deal whenever the error is discovered. If no new deal be demanded, the surplus card at the end of the hand is considered played to the imperfect trick, but does not constitute a revoke therein.

(*j*) Whenever it is suspected that any of the quitted tricks contain more than four cards, any player may count them face downward. If any be found to contain a surplus card, and any player be short, either opponent of the player who is short may face the trick, select the surplus card, and restore it to the player who is short; but this does not change the ownership of the trick. The player who was short is answerable for any revoke as if the missing card had been in his hand continuously. Should the side in

whose tricks the surplus card is found, have failed to keep its tricks properly segregated, either opponent of such side may select a card from the tricks improperly gathered and restore such card to the player who is short.

Tricks

35. (*a*) A player may lead any card he holds; after each lead, each player in turn to the left must follow suit if he can. A player having none of the suit led, may play any card he holds.

(*b*) A trick consists of four cards played in succession, beginning with a lead.

(*c*) A trick containing one trump-card or more, is won by the player who plays the highest trump-card. A trick containing no trump-card, is won by the player who plays the highest card of the suit led.

(*d*) Declarer gathers all tricks won by himself or Dummy; either adversary may gather all tricks won by his side. All tricks gathered by a side should be kept together and so arranged that the number thereof may be observed, and the identity of each trick readily established. A trick gathered by the wrong side may be claimed by the rightful owners at any time prior to recording the score for the current hand.

(*e*) A quitted trick may be examined

upon demand of any player whose side has not led or played to the following trick.

(*f*) The winner of each trick leads to the next, until the last trick is played.

Odd Tricks

36. (*a*) Odd tricks are tricks won by Declarer after he has won six tricks. The first six tricks won by Declarer constitute his book and have no scoring value. If Declarer fail to win the number of odd tricks called for by his contract, his side scores nothing for tricks; but if he fulfill his contract, his side scores for all odd tricks, including any won in excess of his contract.

(*b*) When Declarer fulfills a doubled contract, his side scores the doubled value of his odd tricks in its trick-score; and, for making his contract, a bonus of fifty points in its honor-score. If he make more than his contract, his side scores an additional bonus of fifty points for each extra trick. When the contract has been redoubled, each bonus is one hundred points instead of fifty, and the odd tricks count four times their normal value in the trick-score.

Odd Trick Values

37. Each odd trick counts in the trick score:

With No Trump..... 10 points
With Spades trumps.... 9 "
With Hearts trumps.... 8 "
With Diamonds trumps 7 "
With Clubs trumps..... 6 "

Doubling doubles these values; redoubling multiplies them by four.

Undertricks

38. (*a*) The book of the adversaries is seven minus the number of odd tricks named in Declarer's contract; when the adversaries win a trick or tricks in addition to their book, such tricks won are undertricks.

(*b*) The adversaries score in their honor-score for all undertricks; fifty points for each undertrick when the contract is undoubled, one hundred points when the contract is doubled, and two hundred points when the contract is redoubled.

Honors

39. In a No Trump contract, the honors are the four Aces; in a suit contract, the honors are the Ace, King, Queen, Jack, and Ten of that suit.

Honor Values

40. Honors are scored in the honor side of the side to which they are dealt; their

value is not changed by doubling or redoubling. All honors held by either side are scored according to the following table:

Trump Honors

0	in	one	hand,	3	in	the	other,	count	30 points
1	"	"	"	2	"	"	"	"	30 "
1	"	"	"	3	"	"	"	"	40 "
2	"	"	"	2	"	"	"	"	40 "
2	"	"	"	3	"	"	"	"	50 "
0	"	"	"	4	"	"	"	"	80 "
1	"	"	"	4	"	"	"	"	90 "
0	"	"	"	5	"	"	"	"	100 "

No Trump Honors

0	in	one	hand,	3	in	the	other,	count	30 points
1	"	"	"	2	"	"	"	"	30 "
1	"	"	"	3	"	"	"	"	40 "
2	"	"	"	2	"	"	"	"	40 "
0	"	"	"	4	"	"	"	"	100 "

One or two honors held by a side are not counted.

Slams

41. Either side winning thirteen tricks scores one hundred points for Grand Slam. Either side winning twelve tricks scores fifty points for Small Slam. Slam points are added to the honor-score. When Declarer's contract is seven and he wins six-odd, he counts fifty for Small Slam although his contract fails.

Refuse and Renounce

42. To fail to follow suit is to refuse: to refuse when able to follow suit is to renounce.

The Revoke

43. (*a*) A renounce becomes a revoke:

(1) When a renouncing player or his partner, whether in turn or otherwise, leads or plays to the following trick.

(2) When the renouncing player or his partner claims the remaining tricks, or any of them.

(*b*) When one side claims a revoke, if either opponent mix the cards before the claimant has had reasonable opportunity to examine them, the revoke is established.

(*c*) When a player has incurred a penalty requiring him to play the highest or lowest of a suit, or to win or lose a trick, or to lead a certain suit, or to refrain from playing a certain suit, and fails to act as directed when able to do so: he is subject to the penalty for a revoke.

(*d*) When any player (except Dummy) is found to have less than his correct number of cards, and the other three have their correct number, the missing card or cards, if found, belong to the player who is short and he is answerable for any revoke or revokes

as if said card or cards had been in his hand continuously.

Revoke Avoided

44. A renouncing player is not penalized for revoke under the following circumstances:

(*a*) A renounce by Dummy must be corrected if discovered before the lead to the next trick. After such lead, the renounce may not be corrected. There is no penalty in either case.

(*b*) Should Dummy leave the table, Declarer cannot be penalized for revoke, unless an adversary call the renounce to his attention in time to enable him to correct it.

(*c*) When a player refuses, any other player may ask whether he has any or none of the suit led; and if he admit that he has renounced before his renounce has become a revoke, he shall be subject to the penalty for a renounce, but not to the penalty for a revoke. Dummy may not ask the above question, if he have intentionally seen a card of another player.

Renounce Penalty

45. A renounce made by any player (except Dummy) may be corrected by such player at any time before he or his partner

has led or played to the following trick. In that case there is no revoke penalty; but the player, if an adversary, may be required to play his highest or lowest card of the suit led. Declarer, instead of calling the highest or lowest, may treat the card played in error as exposed. A Declarer who has renounced may be required by either adversary to play his highest or lowest, if the adversary on his left have played after the renounce. Any player who has played after a renounce, may, if it be corrected, withdraw his card and, without penalty, substitute another; if an opponent have led to the next trick, that lead may be changed.

Revoke Penalty

46. The revoke penalty for either side is:
Two tricks for its first revoke;
One trick for each subsequent revoke (if any).

These tricks are taken at the end of the hand from the tricks of the revoking side and added to the tricks of the other side. They count exactly as if won in play and may assist Declarer to make his contract or to go game; or may assist the adversaries to defeat the contract, in which case they carry full bonus values. If they make the total twelve or thirteen tricks for either side, they

carry the proper slam bonus. If the contract be doubled or redoubled, they count at the doubled or redoubled value in the trick-score of the Declarer, and carry their full bonus (if any) in the honor-score of either side. After surrendering these tricks, the revoking side may score for its remaining tricks as it would if it had not revoked. If the revoking side have not enough tricks to pay the penalty in full, surrendering all it has pays the penalty: if it have no trick, there is no penalty.

Time Limitation of Revoke Claim

47. No revoke penalty may be claimed after the next ensuing cut; nor, if the revoke occur during the last hand of the rubber, after the score has been agreed upon; nor, if there have been a draw for any purpose in connection with the next rubber.

Claiming Tricks

48. If Declarer claim the remaining tricks or any number thereof, either adversary may require him to place his cards face up on the table and to play out the hand. In that case, Declarer may not call any cards either adversary has exposed, nor refuse to trump a doubtful trick when able to do so, nor take any finesse unless:

(*a*) He announces his intention to do so when making his claim; or

(*b*) The adversary on the left of the finessing hand had refused the suit before the claim was made.

Conceding Tricks

49. (*a*) Declarer may concede one or more tricks unless Dummy promptly objects; but if Dummy have intentionally seen a card in the hand of a player, he may not object. If, after a concession by Declarer and before objection by Dummy, an adversary face his cards, they are not exposed.

(*b*) Either adversary may concede one or more tricks to Declarer, unless the other adversary promptly objects; but if the conceding adversary face his cards, they are exposed.

Game

50. A game is won when one side makes a trick-score of thirty (30) or more points. A game may be completed in one hand or more; each hand is played out, and all points won are counted, whether or not they are needed to make game. No trick-points are carried over from one game to the next; each side starts a new game with a trick-score of zero.

Rubber

51. (*a*) A rubber begins with the draw and is completed when one side has won two games; when one side wins the first two games, the third game is not played. The side which has won two games adds a bonus of 250 points to its honor-score. The side then having the greater total of points wins the rubber.

(*b*) When a rubber is started with the agreement that the play shall terminate (*i e.*, no new hand shall commence) after a specified time, and the rubber is unfinished at that time, the score is made up as it stands, 125 points being added to the honor-score of the winners of a game. A hand, if started, must be played out; but if a player refuse to finish it, his opponents may elect whether it be thrown out or counted at their estimate of the probable result.

(*c*) If a rubber be started without any agreement as to its termination, and before its conclusion one player leave; or if, after an agreement, a player leave before the specified time, and in either case fail to appoint an acceptable substitute, the opponents have the right to consult and decide whether the score of the unfinished rubber be canceled or counted as in (*b*).

Scoring

52. (*a*) Each side has a trick-score, in which are recorded only points earned by winning odd tricks; and an honor-score, in which all other points are recorded.

(*b*) At the end of the rubber, the total points of a side are obtained by adding together its trick-score and its honor-score, including the 250-point bonus if it have won two games. Subtracting the smaller total from the greater gives the net points by which the rubber is won and lost.

(*c*) A proved error in the honor-score may be corrected at any time before the score of the rubber has been made up and agreed upon.

(*d*) A proved error in the trick-score may be corrected at any time before the next auction begins: or, if the error occurs in the final hand of the rubber, before the score has been made up and agreed upon.

(*e*) A proved error in addition or subtraction may be corrected whenever discovered.

Consultation and Selection of Penalties

53. Laws that give "either partner," "either opponent," etc., the right to exact a penalty do not permit consultation.

(*a*) If either partner suggest or name a

penalty, he is deemed to have selected it.

(*b*) If either direct the other to select a penalty, the latter must do so; and, if an attempt be made to refer the privilege back, the penalty is canceled.

(*c*) If either say (in effect): "Which of us is to select the penalty?" the penalty is canceled.

(*d*) A proper penalty once selected may not be changed.

(*e*) If a wrong penalty be selected, the selection must be corrected upon request of either opponent.

(*f*) If a wrong penalty be selected and paid without challenge, the selection may not be changed.

(*g*) A reasonable time must be allowed for the selection of a penalty.

(*h*) If, instead of exacting a penalty at the proper time, either opponent of the side in error declare or play, no penalty may be exacted.

Information

54. (*a*) During the auction, information must be given concerning its details; but, after it is ended, should either adversary or Dummy inform his partner regarding any detail of the auction, except the contract, Declarer or either adversary (as the case

may be) may call a lead the next time it is the turn of the offending side to lead. At any time during the play, any player inquiring must be told the final bid, and whether it was doubled or redoubled; but no information may be given as to who doubled or redoubled.

(*b*) Any player (except Dummy) may, before a trick is turned and quitted, demand that the cards so far played be indicated by their respective players; but should either adversary, in the absence of such demand, in any way call attention to his own card or to the trick, Declarer may require the partner of the offender to play his highest or lowest card of the suit led, or to win or lose the trick.

(*c*) Either adversary, but not Dummy, may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play, an adversary make any unauthorized reference to any incident thereof, or to the location of any card, Declarer may call a lead when it next becomes an adversary's turn to lead. Any such reference by Dummy may be similarly penalized by either adversary.

(*d*) If, before or during the auction, a player give any unauthorized information concerning his hand, his partner may be

barred from further participation in the auction.

Ethics and Etiquette

Offenses against the ethics and etiquette of the game are unpardonable, as they are not subject to prescribed penalties. The only redress is to cease playing with those who habitually disregard the following:

1. Declarations should be made simply, without emphasis, and without undue delay.

2. A player who has looked at his cards, should not indicate by word, manner, or gesture, the nature of his hand; nor his approval or disapproval of a bid, double or play; nor call attention to the score.

3. A player should not allow any hesitation or mannerism of his partner to influence his own declaration or play.

4. If a player demand that the bidding be reviewed, or that the cards played to a trick be indicated, he should do so for his own information and not to call his partner's attention to any bid or play.

5. An adversary should not lead until the preceding trick has been gathered; nor, having led a winning card, should he draw another from his hand before his partner has played to the current trick.

6. A card should not be played with em-

phasis, nor in such manner as to draw attention to it; nor should a player detach one card from his hand and subsequently play another.

7. No player should hesitate unnecessarily in his play, in order to create a wrong impression regarding his hand.

8. Dummy should not leave his seat to watch Declarer play.

9. Except when permitted by law, a player should not look at a trick that has been turned and quitted.

10. A player should not purposely incur a penalty, even though willing to pay it; nor make a second revoke to conceal a first.

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